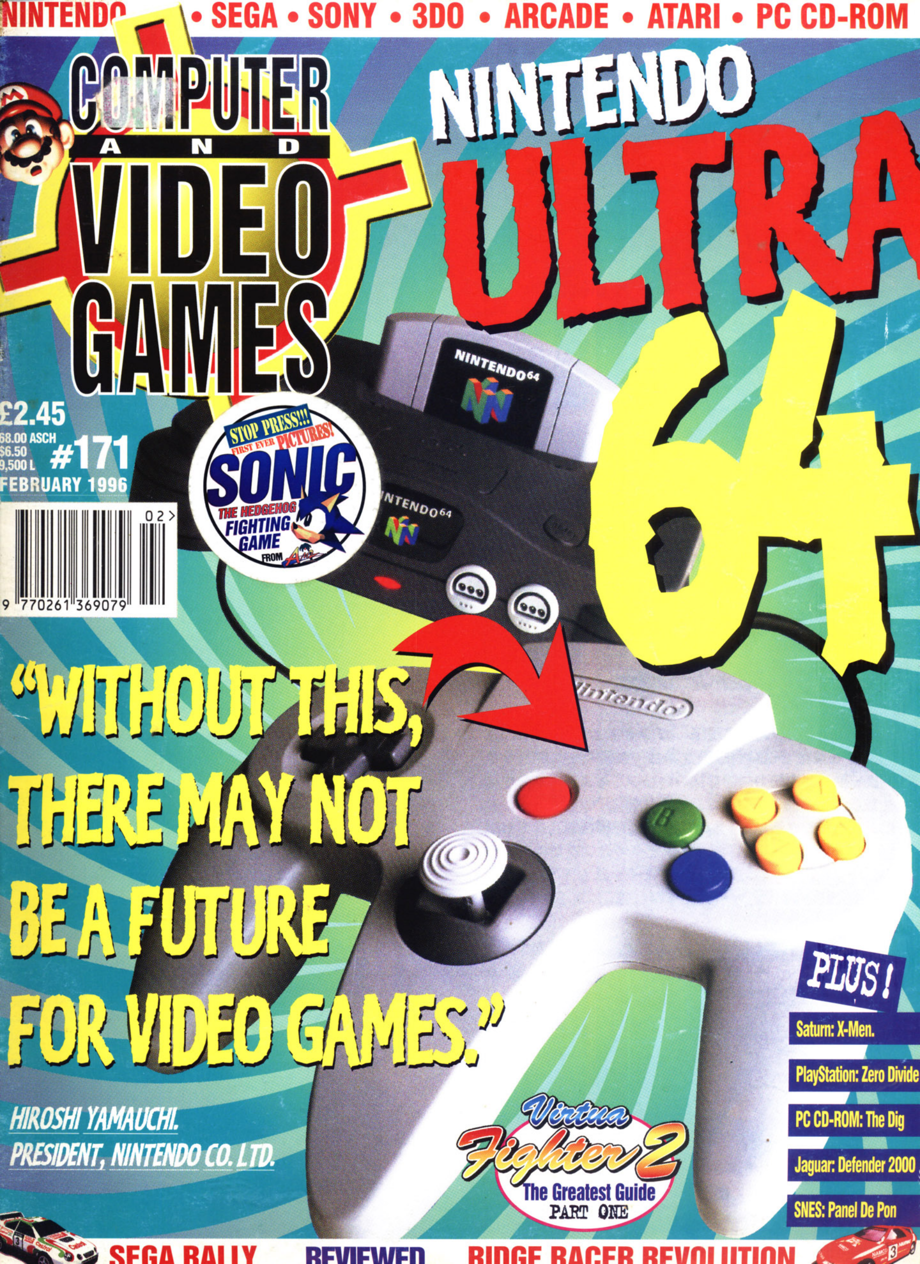

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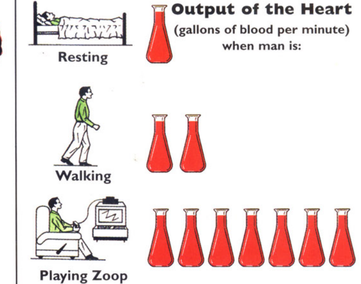


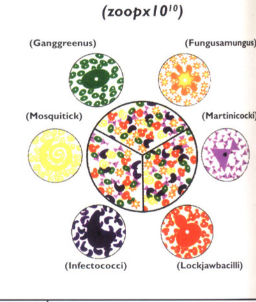
EUROPE'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED

No one is immune









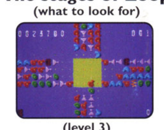
A healthy iris



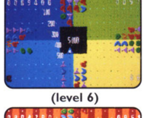
The same iris after Zoop

The stages of Zoop

(what to look for)



(level 3)



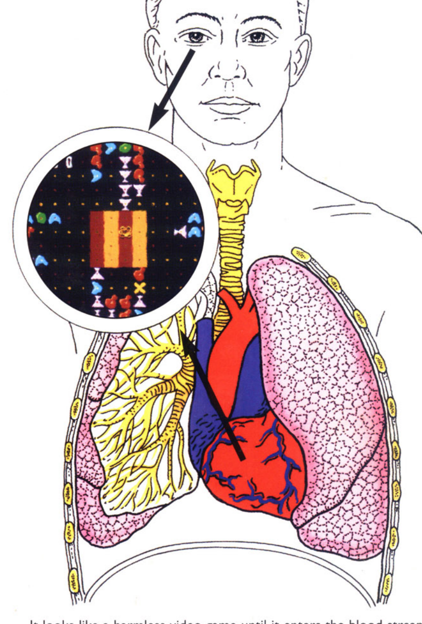
(level 6)



(level 8)

(level 9)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the blood stream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

AVAILABLE AT: *Dixons, Curry's, PC World, Toys R Us, Future Zone, HMV, Virgin/Our Price and all good games stockists*

Known carriers of Zoop



Megadrive™ SNES®



Game Boy™ CD-ROM



Macintosh™ PC

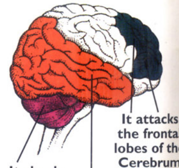




PlayStation™ COMING 96

Saturn™ COMING 96

How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat



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ARCADE PURISTS MAY KNOCK IT FOR MINOR FLAWS, BUT WE REALLY ARE AMAZED BY THIS UNCANNY CONVERSION FROM CAPCOM. ONE MORE REASON FOR SATURN OWNERS TO CELEBRATE, THEN, STARTING ON PAGE 54.

VIRTUA FIGHTER 2 P 78

ED LOMAS SPENT LONG HOURS WITH A RULER AND A PIECE OF STRING, MEASURING THE DISTANCE BETWEEN FIGHTERS AND THE LENGTH OF THEIR ENERGY BARS. WHY?

SEGA RALLY P 38

WE COULD TALK FOREVER ABOUT THE GREATNESS OF THIS GAME. HOWEVER WE'VE SAVED YOU THE BOREDOM AND COMPRESSED ALL OUR PRAISES INTO FOUR PAGES. STILL, THIS WON'T PREVENT US RAVING ON ABOUT IT NEXT MONTH TOO.

COMPUTER AND VIDEO GAMES

ISSUE # 171 FEB '96

REGULARS

PREVIEWS

REVIEWS

64-BIT

32-BIT

16-BIT

NINTENDO ULTRA 64

WHY ON EARTH YOU'RE BOTHERING TO READ THIS LITTLE BOX, WHEN THERE'S ELEVEN PAGES OF CRUCIAL INFORMATION WAITING INSIDE THE MAG IS BEYOND US. SOD OFF TO...

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RIDGE RACER REVOLUTION

OH NO! JUST AS EVERYONE WAS HAPPY TO VIEW SEGA RALLY AS THE GREATEST RACING GAME IN HISTORY, NAMCO UNLEASH THE SEQUEL TO RIDGE RACER. HOLD TIGHT!

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EDITORIAL

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HAPPY NEW YEAR.

IT'S ONLY A BOX...

I've been through about as much excitement as one person can handle, I reckon – and out the other side!

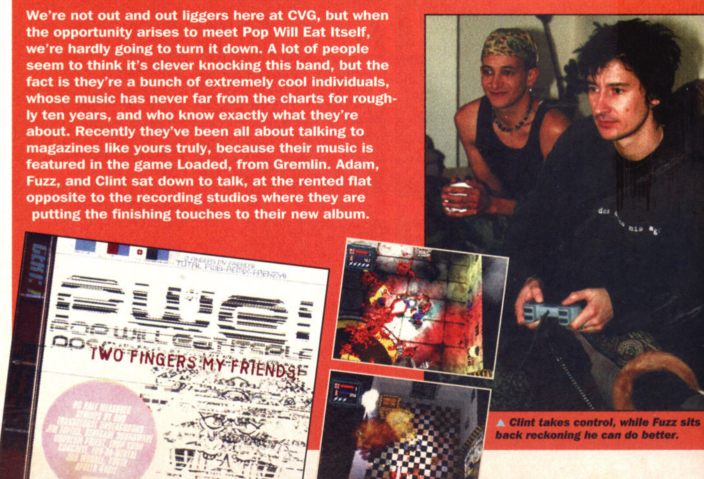
As you might appreciate, after a concentrated few weeks of incredible hardware and software launches, the whole atmosphere on the magazine has been lifted. It's as though somebody has taken hold of the rug we're standing on and given it a good old shake. Everything's up in the air, but it's exciting!

Just how everything settles is entirely up to you. But don't let the news of a new Nintendo machine confuse the issue too much. Though the system is outstanding in every way, the future still lies with great, imaginative games. The only argument worth recognising so far, is that Shigeru Miyamoto has explained that the NU 64 came about through a desire to create a certain kind of game. Not the other way around. Anyone with enough money could go out and buy a development kit for the current systems, but few have the right combination of talent and inspiration to make a great game happen. The difference with Nintendo is that they know exactly why they wanted their machine to perform certain tasks. And exactly why they required a certain kind of controller. Admittedly the result is something which makes the 32-bit systems look fairly short sighted. Fair to say that every developer has their work cut out for them this year. Which can only be a good thing.

PAUL

TWO THUMBS MY FRIENDS!

We're not out and out liggers here at CVG, but when the opportunity arises to meet Pop Will Eat Itself, we're hardly going to turn it down. A lot of people seem to think it's clever knocking this band, but the fact is they're a bunch of extremely cool individuals, whose music has never far from the charts for roughly ten years, and who know exactly what they're about. Recently they've been all about talking to magazines like yours truly, because their music is featured in the game Loaded, from Gremlin. Adam, Fuzz, and Clint sat down to talk, at the rented flat opposite to the recording studios where they are putting the finishing touches to their new album.



▲ *Clint takes control, while Fuzz sits back reckoning he can do better.*



AMAZING SEGA PAL CONVERSIONS!





By now you've probably seen official copies of Virtua Cop with the gun, in your local games shop. Then again, you probably haven't. You see, since it was released on Decemebr 8th, gun-packs of the game have completely sold out, with new supplies not set to arrive until the end of January at the earliest. If you look, you can still get the game without the gun (we don't recommend it though) or buy it as part of the new £349 Saturn in-game package. With no borders and full-speed action, it's a mighty impressive conversion too...

...As is the UK version of Virtua Fighter 2! Released on January 5th, the game runs at full-speed with only microscopic borders. We've played it and we can honestly say it retains all the speed and timing of the Japanese version. Although bizarrely, the character select screen has borders and Shun doesn't go red (this seems to have been a Sega of America request), although he still retains all his drunken prowess. Nonetheless, it's a cracking conversion and far superior to the slow, letterbox PAL version of Tekken. Expect to see similar brilliance from the UK version of Sega Rally, set for release on the 24th January.

Incidently, an amazing 700,000 copies of VF2 were sold into homes in Japan within the first two days of release. And sales of the Saturn compared to PlayStations in Japan went up from 3:1, to 4.7:1 prior to the game's release. So there's been a bit of a VF frenzy out there, as there has been in our office, as you can see from Part One of our awesome VF2 guide on page 78.



So the big question on everyones' lips was, are PWEI into games, or what?

Adam: "No not really. We all try to keep away from it because it takes up so much time. Games are okay for about twenty minutes or so, but you can't really play 'em like that. Not this [Loaded] anyway. We haven't got a save card either."

Fuzz: "I was never really into games before this [Loaded]. But I think it's great!" (Fuzz, incidentally, was still catching up on sleep after spending the best part of the previous night trying to get beyond stage 11!)

Clint: "I thought the music in Donkey Kong Country was good when you went under water, all the ambience and stuff."

Right, okay then. So what about their involvement with Loaded?

Adam: I think kids who are into our band like games. It's a sort of cross-cultural thing. Games are more popular than some films these days. If you get to do a soundtrack for a game, chances are you get to reach the best part of our market."

He then went on to rubbish Aerosmith, and their involvement with Revolution X – as it was just an excuse to show lots of girls in bikinis, and not much to do with Aerosmith at all. So would PWEI consider having their likenesses adapted for use in a video game?

Adam: "Yeh, why not." As it turned out, the band have been keeping one eye on the video games scene for quite some time. Like Clint used to really enjoy "that WWI shooting game" on the spectrum (1942). And "Space Invaders was good! I'd like a copy of that", from Adam. Plus an Edgar Alan Poe style brainstorming session revealed how Clint thinks arcade Splatterhouse is cool too – described as "a Kung Fu sort of thing, where you get weapons and that, then some big bloke beats the s*** out of you." (The clue which finally gave it away was the Jason mask, from Friday 13th.)

This isn't first time PWEI have been involved with video games on a professional level, however. 1994's Donkey Kong Country came packaged with a limited edition CD, containing one of their tracks. Before that they took to sampling bits from the Bitmap Bros classic Speedball 2, for use in one of their tracks in 1988. They've been up to similar tricks with Loaded for the album in progress.

The main reason for our being there, however, was to talk about the new soundtrack for ReLoaded (Loaded 2). For this the band are writing all new tracks, specifically for that game. Work hasn't started yet, but Adam seemed fairly fired up at the prospect. Them having to consider certain moods and atmospheres that work well in a game environment.

There's still a while to wait for ReLoaded. But in the meantime there's a new PWEI album to look forward to, due this Spring. Plus 1994's cool 'Dos Dedos Mis Amigos' album has just been remixed by people such as Loop Guru, Fluke, and Fun-Da-Mental, under the name of 'Two Fingers My Friend'.

TEAM-O-DROME



PAUL DAVIES

"Excitement."
Let's try that again, Paul:
"Excitement!"
That's better. As you can tell, Paul's all 'excited out' this month. Last minute Sonic news doesn't help either. He has been subject to so much of that particular emotion, that he is having an extra 'glee' lobe fitted to his brain. That makes a total of three. Currently the full collection is recharging in time for next month's onslaught.



TOM GUISE

Fans wishing to meet up with their favourite Deputy Editor of CVG this month, will find him at Universe O' Carpets, Toothbrush Galaxy, or Mouthwash Macrocosm – seeking replacements for his disaster-struck abode. However don't expect him to sign any autographs, or offer any kindly advice, because he has been practically disabled by too many VF2 beatings!!! Hah-hah! Tom's a loser! Except with Jacky – but he's cheesy.



ED LOMAS

Egg has been getting pretty brassed off with people getting his name wrong this month. It hasn't helped that his health has been suffering, due to extended hours perfecting his Virtua Fighter 2 guide – which took about half the time schedule to write! Neither did the Christmas party do much to improve his spirits, as he consumed far too many...er, trifles, and mad himself very sick. Everywhere. All night. And most of the next day. Poor Mr Lomatose, eh.



TOM COX

"Wouldn't it be good if, right, you had a game based on ACTUAL Gladiators. Romans, and that..." Wassat, Tom? "...an' you could have the arena with the two blokes with SWORDS, or NO! NO! YEH! You could feed people to the lions. Yeh, that's it..." Tom! Tom! Snap out of it! "......and part of the game could be where you have to RUN AWAY. Huh-huh. NO! NO! YEH, you could be the LION or summink and EAT THE PEOPLE..." Sorry Tom, but – SLAP!



PATREA DOYLE

Truth be told, if we were to write an accurate account of Trea's month, we would have spent the whole time sitting by her bedside eating grapes. Or something like that, as she's been ill. So here's what she would like to have done: "Well, it would have been really nice if I could spend the whole month in bed. And have all my friends come round to visit me. And eat grapes. And that." So you see, it's been a near perfect month for Trea all round.



JAIME SMITH

More excessive trifle quaffing at the office party resulted in Jaime's subsequent absence from work the following day. He'd actually spent the night kipping on Tommy G's floor, and asking politely if he could empty the contents of his stomach into the sink. On his 'day off', Jaime patrolled the London underground, in search of $ustenance, clinging onto walls, and cowering in the shadows between times. So! He was faking this 'illness' all along!

connected

the wired-up gaming news section

It's a double Tokyo show

Mario RPG and *Kirby Super Deluxe* revealed on Super NES.

frenzy this month, as

First shots of *Panzer Dragoon 2* and *Magic Carpet* on Saturn.

Sega and Nintendo each

More on Saturn *Darkstalkers 2* and *Street Fighter Alpha*.

stage their own

The development of *Dark Saviour* on Saturn continues.

respective events to

Finally, the PlayStation gets a light gun. First game revealed.

unveil the upcoming

Christopher Walken stars in future horror game – *Ripper!*

titles they've got

ThunderHawk 2 arrives on PlayStation and PC CD-ROM

lined-up for 1996. And it

News of Saturn link-up cable and a possible first game for it.

wasn't just NU64 at

Rise Of The Robots 2 rears its cyborg head on PC and PlayStastion.

Shoshinkai, you know.

And Charlton Heston stars in a CD-ROM version of... The Bible!

HOT SUPER NES GAMES AT SHOSHINKAI!

Nintendo®

SHOSHINKAI SHOW REPORT

While the Shoshinkai was held primarily to showcase the Nintendo 64, it was also used as an opportunity to unveil some of the hot Super Famicom titles scheduled for release this year. And if you thought the days of Nintendo's 16-bit console were over, you'd better think again, because there's some cracking software lined up for it.

SEGA HOST SHOW IN TOKYO!



TOSHIMAEN SHOW REPORT

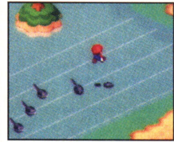
The launch of the Nintendo 64 at the Tokyo Shoshinkai Show might be the hottest video gaming news of the moment, but it's not the only big console event to have happened recently. At almost exactly the same time, also in Tokyo, Sega held a show of their own, revealing some of the hot games they've got lined up for 1996. Here's a selection of the best titles from the Toshimaen 'Vs Saturn' Show.

HERE'S MARIO!



Easily the most impressive is the *Mario RPG*, an incredibly lavish looking production clocking in at 32 Megs. As with all the Mario games, Bowser's involved, kidnapping Princess Mushroom and leading the little plumber to his castle. However, whilst they're fighting a huge sword falls from the sky. Climactic stuff, but in fact this is only the beginning of the game! It's an RPG in the purest sense of the word, as you have to lead Mario around Mario World – fighting, using magic and solving puzzles in the usual RPG tradition. You can even return to Mario's house to restore your health. What's most impressive though, are the beautifully-rendered SGI-graphics, giving the game a look that beats *Diddy's Kong Quest*. You might think this game is overshadowed by the the bigger Mario outing on the NU64, however Paul's played the game he reckons it's one of the most impressive games he's ever seen.





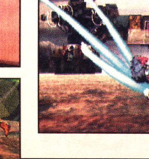


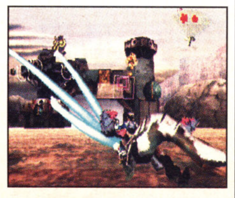


PANZER DRAGOON 2

The hottest game to be revealed at the show had to be the sequel to last year's brilliant *Panzer Dragoon*. *Panzer Dragoon Zwei* is the bizarre Germanic name of the game and it looks totally incredible. Building on the 360 degree, 3D shoot 'em up formula of the original *Panzer Dragoon*, *Zwei* pushes the concept even further with larger levels, allowing you to select different routes through each one. All the familiar elements from the first game are in there, such as the 3D radar and lock-on/ rapid-fire shooting system. However, those of you expecting to see your trusty dragon steed from the first game you may be disappointed, as the one in *Panzer Dragoon Zwei* is an all-new puppy dragon hatched from an egg. As such, the early levels take place on the ground with you riding the baby dragon along the landscapes, before it finally unfolds its wings and takes to the air. Panzer Dragoon Zwei is still at a very early stage of development, however it's already clear the graphics are an improvement over the original's. Expect to see much more on this game next month.







Nintendo®

SHOSHINKAI SHOW REPORT

SUPER NES RPG ONSLAUGHT!



Pictured here is another Super NES RPG from Enix – the makers of the Dragon Quest games. What it's called though, is a mystery.

The latest instalment of the most popular RPG in Japan, *Dragon Quest VI*, was on display at Shoshinkai. Incidently,Yuji Horii, the head of Enix (the people behind the *Dragon Quest* series) was asked by Hiroshi Yamauchi (the head of Nintendo himself) about whether it would be possible to create a *Dragon Quest* game you could write your own sections into. Mr Horii reckoned it is possible, but it's going to take around one and half years to devlelop. So you can expect to see both this game – and a similarly 'writeable' *Zelda* title from Shigeru Miyamoto – in around a year on the NU64's 'bulky drive' format. You can find out more on this machine in our NU64 feature. Another RPG – which, amazingly enough, was rated higher than *Dragon Quest VI* by Nintendo's highly critical internal games testers – is Namco's *Tales of Phantasia* – a massive 48 Meg adventure. Also quite interesting is *Bahamut Lagoon*, an RPG/ war-strategy title which has you breeding dragons. Most intriguing though, is *Tengai Makyo Zero*, a joint RPG from Hudson Soft and NCL which features the PLG time-keeping chip. This chip actually memorises what time and date it is in real-life, so if, for instance, you play the game at night, it's night in the game too. All the seasons are included too, and characters even wish you Happy Birthday on the day. There are other touches too. For instance, if your character has a pet and you fail to play the game for a couple of weeks (and thus not feed it in that time either), you'll find it starved to death when you next play the game!

SEGA

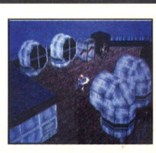
TOSHIMAEN SHOW REPORT

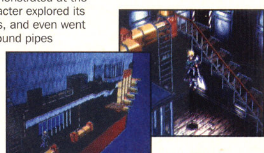
DARK SAVIOUR





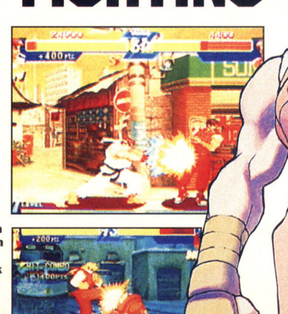
This one has graced the news pages of CVG before, but with its appearance at the show, *Dark Saviour* has earned itself more coverage. And rightly so, because this game looks set to be hot stuff. Programmed by Climax, the people behind the original *Shining Force* and *Landstalker* (both excellent Megadrive RPGs incase you didn't know), the game is extremely similar to the latter. In other words, it's a 3D isometric RPG. However, instead of using 2D backdrops cleverly drawn to simulate 3D (as was done with *Landstalker*) all the game's background graphics are genuine 3D, created using polygons. The result is mightily impressive, with multi-height levels, packed with scenery which you can steer the hero behind or even inside! A huge ship level was demonstrated at the show, as the hero-character explored its engine room, the cabins, and even went on deck, clambering around pipes attached the hull. The game is currently 37% complete, but we hope to bring you much more coverage when we actually manage to get our hands ona preproduction copy.

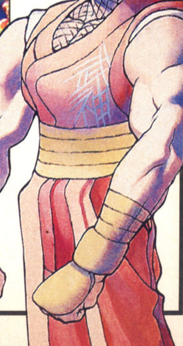




CAPCOM'S FIGHTING FARE...

Capcom's next two big Saturn games – Darkstalkers 2 and Streetfighter Alpha – were previewed at the Toshimaen show, and both look set to match the arcade versions almost perfectly. Still, that should come as no surprise with Capcom's first Saturn outing, X-Men: Children Of the Atom, astounding us with its arcade perfectness (you can find the review on page 54). There's not much else to say, so take a look at these pictures and look forward to the forthcoming reviews. Streetfighter Alpha should be released first, in January.





A KIRBY COLLECTION

There were a number of other Super NES titles from Nintendo themselves at the show. Scheduled for a Feb release is *Kirby Super Deluxe*, a collection of six mini-games on a 32 Meg cart. There's a condensed version of the original Gameboy *Kirby* title. Another game in which Kirby swallows his opponents to steal their abilities (as in the NES game), this time though he's joined by a sidekick, which allows for two-player cooperative play. There's a racing game, a maze game and a 'grittier' Kirby game which has a much darker storyline. Finally, there's a Kirby action game in which he gains more and more powers as he progresses, stealing them off the foes he's eaten.









ABOVE:* *Kirby Block Ball GB.* *LEFT:* *Kirby Super Deluxe on Super Famicom.

FROM KONAMI

Konami provided their usual support for the Super Famicom at Shoshinkai, with *Power Pro Baseball 3*, the latest and most impressive instalment of their popular baseball games. They also unveiled another *Parodius* title. What makes this one so special is that it includes commentary, which changes according to the on-screen action, just like in the Konami sports titles. And whilst on the sports front, there's also a new Konami wrestling game, *Power Pro Wrestling '96*. One to look out for.

AND THE GAME BOY TOO!

Rumour has it that the Game Boy is near enough dead in Japan, with games shops placing the cartridges in bargain buckets near the doors. Surprising then, that there was still a selection of new (and impressive) Game Boy software at the show. Takara revealed, would you believe, Game Boy versions of King Of Fighters and Toh Shin Den. Kirby's Block Ball is a rehash of the old Breakout theme.

And, showing there's still innovation in Nintendo's little handheld, Pocket Monsters is an interesting RPG which allows you to train and then transfer monsters from your Game Boy to your friend's, via the link-up cable. Thus you can accumulate a cartridge packed with rare and powerful specimens with which to do battle with. The game comes in two versions – Red and Green – each with a different kind of monster. We're particularly intrigued by this game, so rest assured when we get hold of a few copies we'll delve further into it.

Pocket Monsters. Below is the Green Version packaging and title screen.



The Red Version features a dragon as your monster.

ROBOT RESURRECTION!



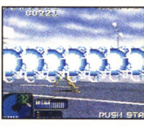
Remember *Rise Of the Robots*? If you do, hopefully it isn't because you bought it, because to be quite frank, it wasn't very good. Nonetheless, those people responsible, Mirage, have taken the game back to the drawing board and are currently warming up a sequel. Big things are promised of *Rise Of The Robots 2: Resurrection* however, as Mirage have taken into consideration a lot of the criticisms raised about the original game. Plus, focus groups of gameplayers have also been called in to gauge the development of the game. The result is something Mirage call *"the most heavily engineered beat 'em up in the history of the genre!"* There's now a massive 28 characters in the game, with a tons of special moves, secret special moves and terminations (fatalities to you and me). And the backgrounds are now interactive with swinging cranes and the like. Among the changes to the original *Rise* formula, is the smoothing out of the special moves, making them more like *StreetFighter* moves (that's what you like supposedly) and also the inclusion of more 'humanoid' characters (you prefer those too supposedly). There are however, still a few spider-shaped combatants in there. We've seen early versions of both the PC and Playstation versions of the game and they look promising, although we found pulling off some of the moves (especially the terminations) involves some ludicrous button combinations. Look forward to a review next month.

PLAYSTATION LIGHT GUN REVEALED!

Following the success of *Virtua Cop* on the Saturn, it seemed inevitable the Playstation would have to follow suit with a gun game. Well Sony have the situation well in-hand and have commisioned Konami to create the required device. Presumably because they have previous experience with their own Justifier guns created for the *Lethal Enforcers* games on Megadrive and Super NES. Well, here's the results of their work – the Playstation light gun. It's unknown when the gun is set for release or how much it's going to cost, but the first title for it, *Horned Owl*, (also pictured) is set for release on the December 29th in Japan, so it would make sense that the gun would be released at the same time. Strangely, the game is done by Sony in-house, not Konami, and in fact Konami have no plans to release any games for their gun. It seems likely though, that Namco are working on some gun-related titles, so we might see *Time Crisis* and (a Tom Guise favourite this) *Point Blank* on the Playstation.







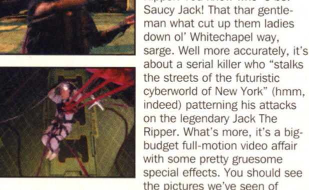




Horned Owl. It looks to be the usual shooting at the robots affair. Can it match Virtua Cop in the gun game stakes?

RIPPER!





No, it's not a game about some Australian blokes cracking open some tinnies in the arvo. It's a PC CD-Rom game about The Ripper! You know who 'e be. Saucy Jack! That thar gentleman what cut up them ladies down ol' Whitechapel way, sarge. Well more accurately, it's about a serial killer who "stalks the streets of the futuristic cyberworld of New York" (hmm, indeed) patterning his attacks on the legendary Jack The Ripper. What's more, it's a big-budget full-motion video affair with some pretty gruesome special effects. You should see the pictures we've seen of spilled guts and opened stoma... bleurph! And just to add to that chilling atmosphere (and show off the big-budget), the game stars none other than Christopher Walken as Detective Vincent Magnotta, hot on the trail of The Ripper. This could prove to be an atmospheric and gripping game, or it could be another FMV duffer. We'll find out in the upcoming months.

MORE TALES FROM THE CRYPT!

Yes, it's another spooky game. This time it's *Synergist* on the PC from Twenty First Century. And in fact, this one is so mysterious that the programmers refuse to tell us anything about what happens in the game, lest they reveal some of the crucial plot devices! It's THAT complex and intriguing! However, from the parts we have seen, we can tell you that it's an RPG in the LucasArts tradition, as you lead Tim Machine, low-paid reporter of the New Arhus Chronicle on the trail of a mystery involving murder, deception and double-dealing. Mixing painted backdrops with full-motion video actors, the game uses an innovative, accessible, point-and-click interface for investigating the scenery. The game has supposedly taken four years to make, and by all accounts it looks like it could be a most involving RPG affair. Expect more, closer to its release in the next couple of months.

ULTIMATE DOOM IN A MAC!

We don't normally cover Macintosh games (In fact, we don't ever cover Macintosh games), but we do like them, because we've all got Macs. And stuff like *Macman* (*Pacman*-rip-off) is the only thing an art gorilla like Tom Cox can play. So the news that *Ultimate Doom* - the complete *Doom* collection plus *Thy Flesh Consumed* expert levels - is coming to Mac is more than welcome news to our ears. All the more so, because the game is going to be fully compatible with the PC version, allowing networking from Macs-to-PCs. Impressive huh? Of course, that's not much good for someone like Tom G who can only play the game on a Game Boy-sized window on his crappy IIci Mac (it's like a 386, folks).



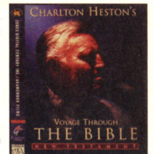
RIGHT IN THE GEBOCKERS!

Here's a Saturn game with a funny name, that's currently being developed in Japan. Nothing much is known about it (even Sega Europe haven't heard of it), but it seems basically, to be a 3D battle game in which each player takes control of a strange character and flies around, gunning the seven shades out of their opponent. Although we've seen split-screen pictures of the game, the recent ads for it in the Japanese press show two players involved in a game on two different TVs. Could this be the Saturn's first link-up cable game?





KNEEL BEFORE HESTON!



Ever wondered what God might look like? Well, the general concensus here is that he probably looks like Charlton Heston. After all, he's been the star of such biblical epics as Ben Hur and The Ten Commandments, he's almost there. Well, furthering his stairway to Godness, Charlie is the star of nothing less than the PC-CD ROM version of The Bible, now renamed *Charlton Heston's Voyage Through The Bible!* Yep, the mighty Heston guides you through the complete writings of God, with location filming from Egypt and Israel, ancient art from museums, and virtual tours through 3D models of The Second Temple, Meggiddo and other ancient sites. All accompanied by majestic classical music. *The New Testament* is already available, with *The Old Testament* following soon (wrong way around surely?). Anway, here's a picture of CH himself, snapped on the finest Turin Shroud.

MARIO AND DONKEY KONG COME AT THE SAME TIME!

Yes, you read that correctly. On the 5th January *Donkey Kong Country 2: Diddy's Kong Quest* and, more impressively, *Super Mario World 2: Yoshi's Island*, hit the UK shops officially. So no more staring at those import copies of *Yoshi's Island*, with their Super FX chips, wishing you could play it. Cos you can. So go on, go and get 'em.



3D PLATFORMARAMA

Although easy, there's no doubt that last year's *Jumping Flash* on the Playstation was one of the most innovative and entertaining games seen - being, as it was, the first true 3D platformer. You'd expect to have seen more games of this type since then, but suprisingly there haven't been any. Until now that is.

Floating Runner is a distinctly 3D platformer of the polygon variety, although unlike *Jumping Flash's* first person perspective, this one takes a more distant view of the playfield. Still, it all looks very interesting. We'll know whether that's the case when we get an import copy for a review, hopefully next month.





MAGIC CARPET ON SATURN



That's what you're looking at. Yes, Bullfrog are converting their brilliant PC strategy shoot 'em up to the Saturn and, as you can see, it's shaping up excellently. One of the best features of the original was the excellent networking feature, something you'd wouldn't expect to see on the Saturn. However, word has it that Sega Europe already have Saturn link-up cables in the country - and Bullfrog are hoping to use them with *Magic Carpet*. Whether that turns out to be the case - deadlines withstanding and all that - remains to be seen. The game won't be complete until the end of January.

THE CLOCKWORK KNIGHT RETURNS!

Indeed, he does. Pepperouchau, star of the two Saturn *Clockwork Knight* platformers is back, in two different games! The first one is a compilation of the two *Clockwork Knight* games, combined into the complete *Pepperouchau Adventure* (as it was originally intended to be). You can now play as Ginger, Pepperouchau's fellow knight, and there are also some all-new flashy animated scenes throughout the game. Exactly what this collection is called is a mystery (as it's all in Japanese). Whether it'll ever get released over here is also unknown.

The second new *Clockwork Knight* game is a bit of a departure from the usual platform fare, as Pepperouchau enters the puzzle arena. Influenced heavily by Hudson Soft's *Bomberman* series, the game allows multiple players (supposedly up to twelve players at once, in the final version) to move around a lego-style maze, attempting to blow up your opponents. It looks kind of interesting, but it's still at an early stage, so we'll take another look at this one in a month or so.





HOSPITAL CASE...

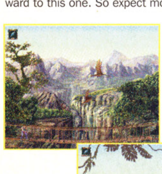


After the success of the 32-bit console versions of *Theme Park*, Bullfrog have turned their attention to an all-new *Theme* game. *Theme Hospital* is its name, and that says it all really. Building new wards, paying your nurses, making sure you've got enough cardio-scanners and the like, that's the idea behind the game. Although it might not sound as thrilling as, say, *Dungeon Keeper*, you can guarantee it'll be full of the usual *Theme* humour, although hopefully not in morbid taste. Expect to see more on PC, PlayStation and Saturn versions soon.

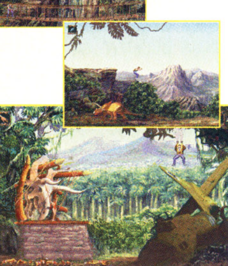


A BERMUDA SHORT

Bermuda Syndrome might sound like the dreaded tropical plague that Ed Lomas has brought into the office, but in fact it's an impressive PC platformer in the *Flashback* vein. As the name suggests, it all takes place in the nefarious Bermuda Triangle during WW2, as you lead crashed American bomber pilot, Jack J Thompson around a mysterious island, armed only with a gun and a few weapons. Promising plenty of other-worldly excitement (and dinosaurs), we're looking forward to this one. So expect more next month.



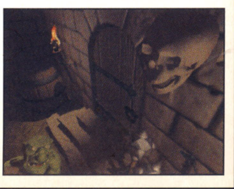
Dinosaurs, folks. It's got huge dinosaurs in it. That's a good start.



BEWARE DUNGEONEERS!

From the pictures, you might think *Dungeon Keeper* on the PC is just another maze-style RPG. And you'd be right, sort of. However, it has one big difference. Rather than being a dungeoneer, you actually control the dungeon. Yep, it's another *Theme Park*-style game from Bullfrog, only this time you use your money to create dank passages, fill them with monsters and traps, and lure adventurers in with your crocks of treasure. It all sounds highly entertaining and looks brilliant too. Expect more coverage on this one next month.





HARD-CORE GAMES ONSLAUGHT!



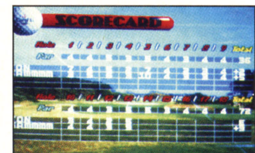
Following the highly impressive *ThunderHawk 2* on the Saturn last month (it scored 90%), Core Design are all set to release the game on Playstaton and PC-CD. We didn't actually have enough room to review them this month, but the two versions are near identical to the Saturn version, providing you run the PC version on a powerful enough machine (we recommend no less than a P75). Core also have a number of other game lined up for release on Saturn and Playstation. *The Scottish Open* is a virtual golf game featuring the World-famous Carnoustie course. And *Shellshock* is the long-awaited Tank game in the 3D *Thunderhawk* mould with a cracking Techno soundtrack. Both games a rescheduled for release next month, so look out for the review next issue.





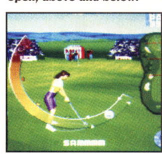








To the left there you can see Shellshock. The laid-back among you might be interested in The Scottish Open, above and below.

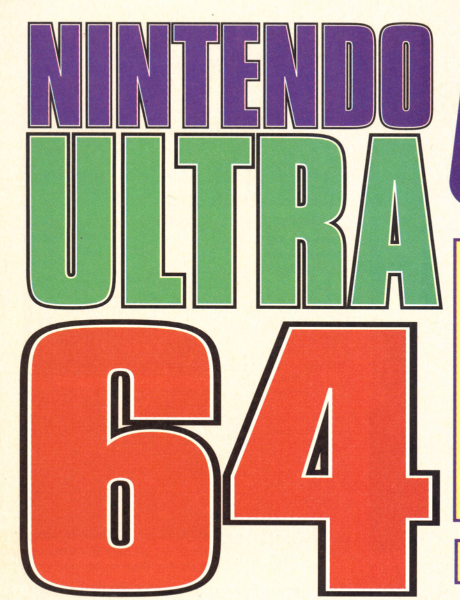


FLEABAG OF GOODIES

To celebrate the release of their all-new flea-related game, GameTek have offered up some goodies for a competition. You can win a copy of *Frantic Flea* (that's the flea game folks), a Super NES and a flea-circus (without the circus) if you can answer this simple question.
Where are you most likely to find fleas?

1. Paul Davies' wallet?
2. Ed Lomas' stomach?
3. A dog's bum hair?

Send your entries to: Ed Lomas Is Just A Host Coccoon For Baal, Lord Of Fleas Competition, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. We'll draw out a winner after the closing date of February 15th.



> **"Nintendo and Silicon Graphics' combined expertise in the home entertainment market and visual computing technology will allow game players to step-inside virtual worlds."**
> *Tom Jermoluk, president and chief operating officer of Silicon Graphics.*

At 8:30am on the 24th of November, I stood with my face pressed up against the window of the Makuhari Messe Centre in Japan. In the distant corner of the arena I could see Nintendo 64 banners, above banks of monitors displaying what definitely appeared to be rendered images of Super Mario's face shifting around. I could also make out indistinct demos of something which I imagined to be a showreel of more SGI demos.

That these were Nintendo 64 games was too good to be true. That in less than half an hour I would be not only watching, but getting hands-on experience of the new machine was unthinkable. After all, this was press day. President Hiroshi Yamauchi wasn't due to make his address until 3pm that afternoon. Nintendo 64 would be revealed then. I thought. Well that's not how it worked out at all.

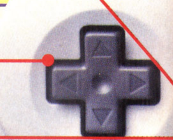
At 9:00am myself and hundreds more earlybirds hurried nervously across the arena floor to where the Nintendo 64 banners oversaw their secret. And Ultra 64 was real. It was right there. I could play it. All I had to do was park my bum on the seat, take hold of a controller – having my hands guided to the correct holding position by a Nintendo official – and that was it. And it was awesome.

THE WORLD'S FIRST TRUE 64-BIT VIDEO GAME SYSTEM

The first of the facts: Nintendo 'Ultra' 64 is capable of better graphics, and sounds than any other game system. It's better than Saturn. It's better than PlayStation. It's better than the most expensive PC CD-ROM set up. Its performance is equivalent to Silicon Graphics systems costing hundreds of thousands of pounds. There is no better hardware platform that exists, purely for playing games. Remember, we're not pressured to build this thing up. We're just telling you like it is.

3D-STICK

To quote Nintendo, "Enables players to identify any angle in 360°, as well as control the speed of a character's movement". PC game-players are already familiar with the benefits of true 360° control method, as most complex flight simulators require it. Console players are new to the experience, but Nintendo have introduced the idea at the most appropriate time – as 64-bit, real-time 3D environments are introduced to the home. The advantages of this level of control are so great that it led Hiroshi Yamauchi, president of NCL, to state that without it "there may not be a future for video games". Considering how the 3D Stick may simulate the swing of a golf club, tennis racket, or baseball bat, and is obviously more adept at handling steering in a racing game, Mr Yamauchi may well have a point. Already the majority of 32-bit games look dated in the light of this, as the best they can manage is analogue control through 180° with the aid of a steering device. Most 32-bit soccer games require the use a of a run button, whereas the 3D Stick provides more natural control – closer to how the mind thinks. And all at the touch of your thumb.



D-PAD

START BUTTON

YOU SAY POTATO, I SAY POTATO FARM (THE DIFFERENCE BETWEEN 32-BIT AND 64-BIT)

Where the Saturn excels at some types of game, and PlayStation others, theoretically there's not much separating their performance. Nintendo and Silicon Graphics, on the other hand, have created something in a league of its own.

64-bit supremacy goes far beyond surface details – the differences are much more significant than a faster processor versus Mode 7 tricks, and colour-palette variations. With 64-bit technology driving NU 64, it is the potential depth of a gaming environment that is the system's key advantage. 32-bit consoles made the step from 2D to 3D, but that technology is still limited insofar as the intelligence and realism of what that 3D world has to offer. Whereas a car on Saturn or PlayStation may be a close approximation of its real-life counterpart, on NU 64 its physics can be completely authentic. In a role-playing game, the occupants of a town or city are usually nothing more than stooges. A 64-bit environment allows many more key characters to have complex personalities. Next time Link runs into a Hyrulian ghoul, it's sure to have much more up its sleeve than the ability to home in on its target – just take a look at Zelda 64 for indication of what's to come.

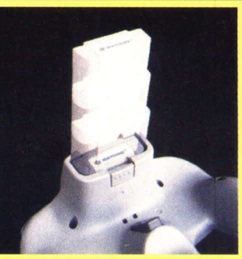
As we talk you through the initial line-up of games, we hope to highlight those elements which elevate them from the even the most impressive 32-bit games. Before we do that, however, you need to understand why Nintendo are placing so much emphasis on their new controller.

"The video game world has started expanding into 3 dimensional space. This controller is created to give you tight control in this new world. This is the result of extensive research in the future of game play."
Nintendo Co Ltd

"Blimey! They're not wrong either!"
Paul Davies, Editor of CVG

FEEL YOUR WAY AROUND

"Nintendo 64, not just for 3 dimensions, but also for a new dimension of game play."
The promises Nintendo are making about their new controller are almost too good to be true. But with the dream machine as good as here we're inclined to believe most, if not all of them. Here's a breakdown of its many unique features:



MEMORY PACK

Similar to how the PlayStation memory card stores data and is slotted into the console itself, Nintendo's version sits inside the controller. This way stored data enables players to customise their controllers individual settings – 3D Stick sensitivity and the like. A fighter's abilities, or machine settings in a racing game may also be remembered. The ground breaking element here is Nintendo's claim that entire races, or fights can be recorded for viewing at a later date, thus enabling players to revise a friend's strategies when they're not around. Imagine watching a Mario Kart race over and over, to learn how best to take a corner. It's this kind of prospect that contributes to the excitement around this controller.

RIGHT TRIGGER BUTTON

C BUTTON UNIT

Used primarily to change views in a game, while direction is handled by the 3D Stick. Other uses include the more obvious pitcher control in a baseball game, or the ability to prompt player routines in a soccer game. The C, or 'Camera', buttons are also applied for directional purposes – in much the same way that Super Smash TV does, using Y,B,X, and A on the Super NES joypad to aim weapon fire. The first game to make use of this feature is Goldeneye, from Rare.







FEEL THE DIFFERENCE IN JUST THREE WAYS

▲ *From left to right: 1. Right Position, where players take full advantage of the controller's features. 2. For left-handed people, where the cross-key replaces the C buttons. 3. The familiar Super NES position.*

A, B BUTTONS



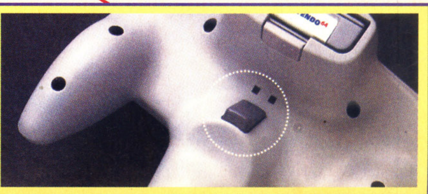


▲ *Forget forking out for a multi-tap adaptor. Nintendo see four-player gaming as an essential – not just a luxury.*

(ACTUAL SIZE)

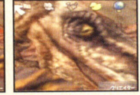
Z TRIGGER

In Super Mario 64, this button is used to have Mario duck or crawl around. Obviously its main purpose is to simulate the trigger of a gun. Goldeneye again, no doubt. We imagine this could be used to pull the cord on a parachute jump in Pilotwings too – anything out of the ordinary really.

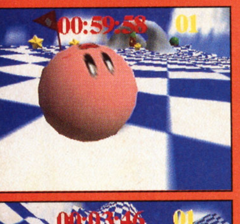


CREATOR
SOFTWARE CREATIONS

Richard Kay, managing Director of Software Creations, mentioned that Creator is a dino-sim of sorts. Jurassic park on less than a £200 budget? Perhaps. We're in the process of discovering what that balloon is all about too. Also on display at the show in the *Creator* demo was a Triceratops, which looked every bit as large, polygonal, and texture-mapped as its partner. To end on a slightly different note, these ears hear rumour that Software Creations are putting together some strange kind of puzzle game for NU 64. You read it here first.

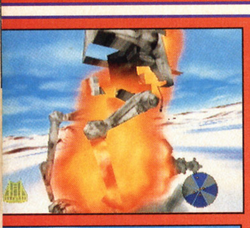
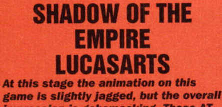




KIRBY BALL 64
NINTENDO CO LTD



Used to promote the in built four-player compatibility of the Ultra 64. Kirby Ball was only 20% complete, and is so far being used by Nintendo for demonstration purposes only – it may never feature as a fully fledged NU 64 release. Still, visitors got to try their hand at guiding Dreamland's super hero down chequered slopes on a snowboard, and took part in a four-player tournament in which Kirby, as a ball, attempts to roll into his opponents and send them flying off the edge of a tiny arena. Control is good, and certainly very different to anything this reviewer has ever played. The 3D Stick is used to gather momentum, and to choose direction, while the B button makes Kirby jump. On the slopes the 3D is fast and convincing, with a graphical effect resembling seaside rock or something similar, moulded into many adventurous shapes. Not one to go crazy for in its current state, but it helped to appreciate the 3D Stick's depth of control. Also, and it's a point many people seem to be missing, just look at how smooth the contours are in general. Kirby is a perfect sphere. And the light-sourcing too – wow!

SHADOW OF THE EMPIRE
LUCASARTS

At this stage the animation on this game is slightly jagged, but the overall impression is gobsmacking. Those AT-ATs tread precisely as they do in The Empire Strikes Back, and you just wouldn't believe how perfect the models are when viewed close up. No ugly pixelisation here. Sequences on show depicted some very impressive laser blasts and explosions too. The flames look as though they came straight out of an Industrial Light and Magic guide to pyrotechnics. Alongside this Snow Speeder scene, there is promise of Dark Forces style exploration levels. With NU 64 Doom being wildly enthused about by one NOA rep, the whole Shadow of the Empire package looks to be shaping up as a potential all-time classic.





▲ *This giant walker seen in the background is impressively detailed.*

STARFOX 64
NINTENDO CO LTD

Most people I spoke to at Shoshinkai thought this was the least impressive demo. Not least Mr Jez San, who assured me that he had much greater plans for NU 64 than Nintendo's preview might suggest. As you can see, the Shoshinkai routine looks very similar to the Super NES StarFox environment – only with better 3D and extensive texture-mapping. We're onto Argonaut's case, don't you worry!





BODY HARVEST
DMA DESIGN

From the same people who brought you Lemmings, and subsequently UniRally, comes a weird take on the whole vehicle simulator idea. In Body Harvest, a large number of vehicles (someone said as many as 80!) are taken to hand in an attempt to thwart an alien invasion. It's a cross between War of the Worlds and EA's Jungle Strike, only running in real-time 3D. Harvest shows off NU 64's load management well, meaning there's no evidence of objects popping up in the distance. Mind you it is rather foggy. The C Button Unit also appears to play an important role, allowing players to shift viewpoints as the little 'escapees' run to take charge of each successive form of transport. No release date. More info, soon as it's available.





▲ *In the closing seconds of the Shoshinkai demo, this chopper escapes under a barrage of alien fire. Stunning, eh!*

RARE

Of the developers struggling against the mammoth Nintendo constraints, Rare were the first to loosen one arm free in order to answer questions on their projects displayed at Shoshinkai. Perhaps one of the most astounding facts is that both *Goldeneye* and *Blastdozer* are being handled by teams of 15 people. Which gives some indication of the scale of an NU 64 game. We've printed what the two Martins had to say almost verbatim, as they explain their games better than we ever could at this stage.

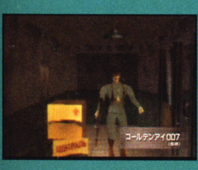
GOLDENEYE

PRODUCER: MARTIN HOLLIS
DEVELOPMENT DETAILS

"Work began on the Goldeneye project in January. It was absolutely essential that we worked in very-close co-operation with the film-makers at the beginning of the project. We visited the set six times during the course of the film's production, received scripts, pictures, copies of the soundtrack, etc. It is very important that the game retains the 'feel' and atmosphere that the film creates, and without the level of co-operation we are receiving the game would inevitably suffer. The film-makers have to give final approval over certain aspect s of the game but other than that we are left to our own devices to develop this game.



"All the actors' likenesses will be present in the game, bar one minor exclusion. Their faces will be texture-mapped onto the bodies of characters in the game, to increases the level of realism and help recreate the atmosphere of the film. Goldeneye makes very good use of the Ultra 64's texture-mapping abilities. The level of realism that this ability can create has never been seen before in a video game. We're also very pleased with the way our artificial intelligence works, although this isn't a feature of Ultra 64, more an achievement in programming terms."



GAMEPLAY

"The 3D stick is crucial to the degree of control the player will need over the game. Bond will move around the 3D environment, with a first-person perspective view, and a weapon or item at the bottom of the screen. The characters and backgrounds in the game are polygonal."

"Bond will have a number of missions to complete, some based on the film plot, while many will be created for the video game. Bond will often be given a mission objective by his superiors, such as 'collect information on the Goldeneye Project', or 'rescue this VIP'. For other missions there will be no briefing, and bond will have to rely on his intuition."

"Types of mission will vary, for instance: covert, sabotage, clandestine, and rescue missions are all possibilities. Bond may or may not be authorised to kill during the mission. A covert mission would require Bond to be as quiet as possible, (using a silenced pistol) and if the player disregards these instructions they will find it hard, or impossible, to complete the level. The bad guys react to the amount of noise Bond makes, and a silent attack will be rewarded with the sight of surprised and unarmed enemies diving for their guns. In contrast, a less covert mission would have Bond storming a train, or attempting to escape from a building with more powerful unsilenced weapons – a sub-machine gun for example – and stiffer opposition, who hold their guns at the ready. In order to avoid monotonous and repetitive empty levels the missions will be action packed and fast-paced, with a minimum of waiting, searching and trial-and-error guesswork.



"Control of the gun is crucial, so the joystick [3D Stick] will be used to aim the gun, the joypad trigger or a keypad button will be used to fire, and movement will be on the remaining controls. It may be possible to have movement partly automatic, or on the keypad, or perhaps controlled together with the gun. Similarly, the view may be controlled by the user, or it may be possible to enhance this control automatically."

From what Martin says here, it's obvious there's far more to Goldeneye than shallow Virtua Cop comparisons. We hope to bring you much more on this game next month.

BLASTDOZER

PRODUCER: MARTIN WAKELEY
DEVELOPMENT DETAILS

Before handing over the floor to Martin Wakeley, here's the storyline. A truck carrying a nuclear reactor catches fire, and goes out of control. After struggling to contain the disaster, the driver and partner abandon the vehicle – but not before radioing for help, and jamming the wheel so that the juggernaut remained on a fixed course. The terror of the situation is that just one jolt could cause the reactor to explode.

Blastdozer is the name of a construction firm, summoned to help in this global emergency. Reason being that they are equipped with mass destruction vehicles necessary to clear a path – through forests and buildings alike – for the reactor, until someone found a way to stop the truck, and scientist learned how to stabilise its deadly load...



"Work began on Blastdozer earlier this year. The original concept cam from an idea that had been floating around for some time. Chris Stamper and some other designers at the company had been looking into the possibility of creating a game based around the destruction of buildings, using diggers and other demolition tools. Blowing up and demolishing buildings using massive, powerful demolition equipment on a huge scale is very entertaining and provided an excellent base for a game centred around the absolute destruction of huge structures, including factories, towerblocks, etc. Many people are fascinated with the power and versatility of construction/ destruction vehicles used in the demolition business. most people have owned a toy dumper truck, or digger as a child, and are familiar with the way they work and their uses. They provide the ideal tool of destruction for the game.



"We are left to our own devices to develop the game. Obviously it is advantageous to have assistance from Nintendo, if we require it, but for the most part we work on our own.. The most important thing to Nintendo is that the game plays as well as possible. It is very important that we don't neglect gameplay in an effort to create a game that is full of flash, technical stunts."

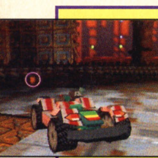


GAMEPLAY

"Blastdozer makes excellent use of the Ultra 64's 3D ability. Using a variety of different dozers the player is working against the clock to ensure the reactor doesn't come into contact wit any solid objects, thus causing its explosion and the deaths of millions. There are many different types of dozer to control in the game, each with its own unique abilities. the control method will differ with each vehicle.



SHIGERU MIYAMOTO RELATED PROJECTS





▲ Custom-build your own buggie from a selection of body parts.

BUGGY BOOGIE

ANGEL STUDIOS

Though Angel Studios are best known for their visual accomplishments in 'The Lawnmower Man', and Peter Gabriel's 'Kiss That Frog' video, their expertise is closer to games than you may know. In fact the reason they were taken on board the Dream Team is through recommendation from Silicon Graphics, after Angel produced a Virtual Reality game to promote Onyx at 1994's Siggraph show. So Boogie is more about depth and realism than spectacular CG effects alone. The game involves driving various custom buggies from A to B throughout a number of different courses. Along the way obstacles such as enemy vehicles (all ground-based in case you were wondering), and problematic terrain. In one of the examples shown, the buggy is required to make use of a lift to reach the tier above. Realism is apparent through the authentic physics of all vehicles, and the way that they show battle damage – dents, and so on. Though Nintendo have been happy to leave Angel Studios to their own devices, it has been appreciated that Mr Miyamoto often "points out the obvious things that were overlooked", as spokesperson Shannon Stone put it. Producer Brad Hunt and his many partners believe that their game boasts more realism than most others on show at Shoshinkai. For the time being we'll just have to wait and see.

WAVERACE 64

NINTENDO CO LTD

Word is that this is the follow-up to F-Zero. It certainly looks that way, especially since the project is the work of Shigeru Miyamoto's EAD R&D team. Though there wasn't much to see of the game, some promising features made themselves apparent. The speed boats have transforming capabilities, switching from stable Catamaran to streamline Canoe – presumably at the touch of a button. There are also water jumps, and long winding tunnels to negotiate. The authentic water effect – specifically its natural behaviour – is impossible to achieve on any other home system. Boats create a wake as they race, and certain perspectives allow players to view the race with a cross-section of the water surface. Wave Race is another Nintendo title to boast intelligent use of the 3D Stick, where "minute manipulation" is provided over the craft. You have to see this thing running to appreciate it fully – it's fast. Plus there's not a glitch in sight, and the textures are flawless.



▲ Catamaran is too wide to pass by that water jump. But the canoe-style version easily gives the other boats the slip. Check out the amazing water effects!





◀ The Girocopter, as good as we could get it. Cool, eh?

PILOTWINGS 64

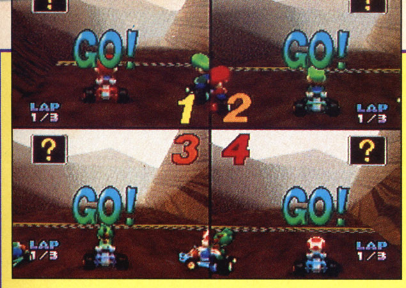
PARADIGM SIMULATIONS INC

CVG spoke to Dave Gatchel and Matthew Yarbrough of Paradigm Simulations at Shoshinkai, and discovered many things that weren't so obvious from the video tape. All forms of transportation are based on actual physical models, so that the Girocopter, Rocket Pack, and Hang Glider behave exactly as they ought to. No surprise considering Paradigm's company background in real-time simulation. Missions take place over and above a bite-sized representation of the United States. From what we could gather, it's one continuous land mass, featuring a variety of terrain which is required to be tackled in different ways. This as opposed to the isolated missions of the original Super NES game, where the only obstacles were floating rings and flat-as-a-pancake terrafirma. So now Rocket Packs are required to manoeuvre around Sky Scrapers, while Hang Gliding takes place near waterfalls, and the Girocopter buzzes about NASA's Space Shuttle launch pad. Pilotwings 64 exploits the four buttons in the controller's C Button Unit to gain peripheral views from any craft. Press down to experience extreme vertigo! It is also certain to maximise the potential of the 3D stick. We've studied the Pilotwings footage many times here at CVG, and have found the detail to be breathtaking: waves crash on the beach far into the distance, and traffic is seen jamming the streets below from a 200-story observation point. Closer to the player, see how the Jets of the Rocket Pack swivel – it's fantastic. A cast of six new instructors await. Wonder what the other three disciplines are? Can hardly wait!





▲ You can see the waves crashing on the beach. It's THAT detailed!!!



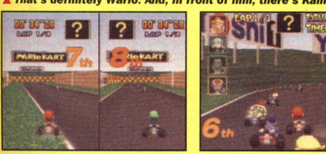
SUPER MARIO KART R

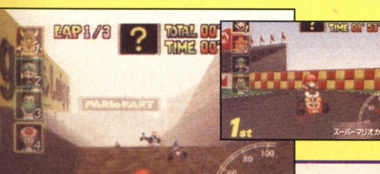
NINTENDO CO LTD

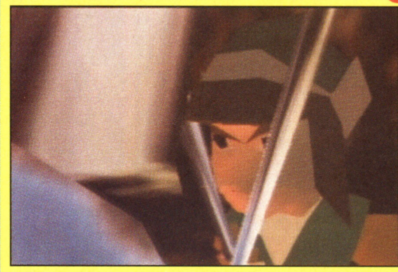
Simultaneous four-player action – on one screen! Don't know what the R stands for, but 64-bit Mario Kart ROCKS! Though nobody could play it, everyone spent too much time scrutinising the video clips for details. There's lots to appreciate. First of all there's a cool speedometer in one-player mode, and two-player races are split vertically now – as opposed to horizontal on Super NES. It appears that Wario, and Kamek the wizard have entered the tournament too, which means a whole new driving class is waiting to challenge Kart experts. Possibly ten characters to choose from, unless Nintendo have dumped Donkey Kong Jr along with somebody else (hope not!). Best of all, though, are the super contoured race circuits: Choco Island rides like a Rollercoaster, and Ghost Valley (though we have no pictures here) is hemmed in by huge walls at some points. A 64-bit Star Road wasn't on show, probably for the benefit of everybody's mental health. Shigeru Miyamoto is reported to have promised multi-player Ghost Mode, and is planning to include some form of Battle Mode too. 3D Stick precision, combined with unparalleled clarity of image – even with the screen split into quarters – ensure that Super Mario Kart R is destined for stardom on a Galactic scale. Coming June '96.



▲ That's definitely Wario. And, in front of him, there's Kamek.







▲ Extreme close-up of Link, psyching out his armoured opponent.





LEGEND OF ZELDA 64

NINTENDO CO LTD

Most significant about Zelda 64 is that it is being developed specifically with the forthcoming Bulky Drive in mind. According to himself, Mr Yamauchi talked with Enix about the possibilities of an RPG in which new information could be 'written in' at a later date. When president Yuji Horii said that the idea was sound, Shigeru Miyamoto was handed a whole new brief for the 64-bit Zelda. The game should be ready in time for the Bulky Drive's launch at the 8th annual Shoshinkai at the end of this year. For the moment the only visual material is this real-time demo featuring Link in combat with an armoured guard. Animation runs super smooth, and the Alias special effects – such as sparks flying – are wonderful. Plus you'll never see armour looking this real on any other system. Don't you hate wishing years of your life away – 'role' on November '96!



MARIO 64

NINTENDO CO LTD

A new Mario game. Hold that thought in your head for a moment. It's easy to dismiss Nintendo's foremost video game character as old and done with, but this icon has been synonymous with the changing face of Nintendo games since the beginning. Now all those fond memories come flooding back, only this time they're replaced with something as good as real!

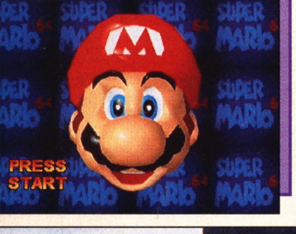
Only 50% complete, but demonstrating the NU 64 hardware to its greatest advantage – the depiction of believable 3D worlds – *Super Mario 64* is the perfect game to help explain Nintendo's amazing new system. And so, with only three months to wait for the game's release, here's a first look at what's in store. You'll find we have a lot to talk about. After all, Nintendo promise this will be the greatest video game in history!



▲ Suspect bubbles emerge from the plumber's pants.

CHANGING FACE OF MARIO

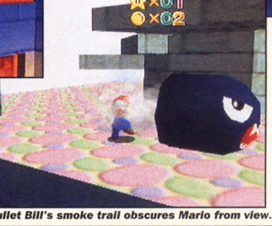
Even before the game starts, players have chance to toy around with NU 64's capabilities through the comically pliable face of Mario. At the title screen it's possible to stretch and change the shape of Mario's face with the 3D Stick. Rotate his head with the C Buttons, and zoom in and out.





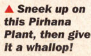
▲ Mario is free to go wherever he likes.





▲ Bullet Bill's smoke trail obscures Mario from view.





▲ Sneek up on this Pirhana Plant, then give it a whallop!





SUPER MARIO-NETTE

The entire game takes place in a real-time 3 dimensional environment. This is light years beyond any other Mario game, in fact it's light years beyond any other video game ever. Now Mario exists as a kind of CG puppet, free to explore wherever he wishes – at the player's command. And it appears the little plumber has more abilities than ever before. More on those later. What's so impressive at first is how players may choose to view the action from many different angles, to further appreciate the real 3D experience. Players are introduced to the 3D concept right from the start, as the viewpoint rests just behind Mario's head, and the 3D Stick is employed to take a look around in any direction. At the press of the B, or 'jump', button Mario is away to explore his new world...

▲ Swimming toward the hull of Bowser's Subm

DISCOVERY

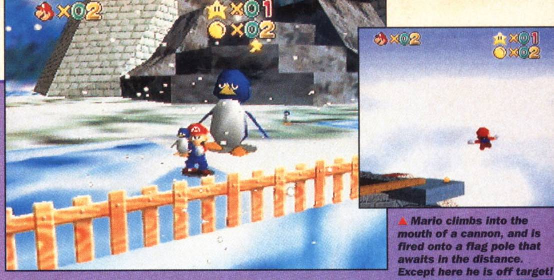
You have never played a game like this before. From the very first step Super Mario 64 is a totally new experience, but at the same time feels so completely natural. Almost second nature. The 3D Stick is the key. Previously Mario could only move in two dimensions – up, down, left, or right. To move faster he required the press of another button, which was the same one used to pick up an object. Nintendo, specifically Shigeru Miyamoto, succeeded in stretching that basic control into something which required a great deal of skill to master, by providing ever increasing challenges through Mario's surroundings. Now Mario can move through three dimensions. Push the 3D Stick in any direction, and Mario heads off in that direction. As the 3D Stick is sensitive to pressure, this enables Mario's speed to be affected – the harder you push, the faster he runs. Simple. And so obvious. Genius, in other words. The 3D Stick is so sensitive, Mario can even tip-toe up behind unwary opponents and then – BANG – punch them square on the nose!



▲ The helicopter jump gets Mario across to safety. Close call!

BEGIN TO SEE

Use of the C buttons enables players to switch viewpoints at any time. Like every feature in Super Mario 64, this isn't just for show. A 3D world is full of objects that Mario could get lost behind, unless players keep a track of his position with the C buttons. For example Bowser, King of the Koopas, is so HUGE Mario is constantly in danger of being obscured as the villain stomps about the place. Also, when challenging the living walls in the World of Rocky Mountain, it helps to keep a side-on perspective in order to judge when to run for safety.



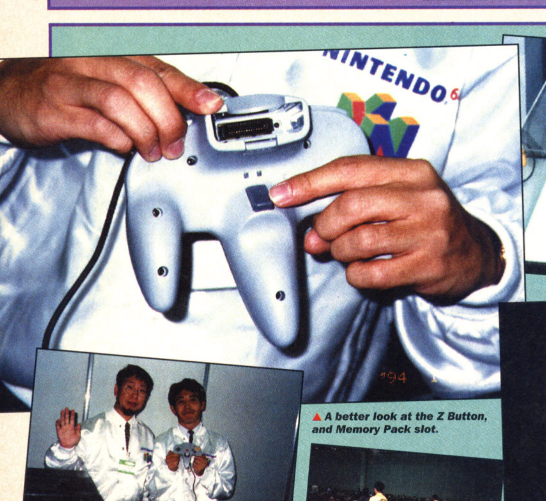
▲ Mario climbs into the mouth of a cannon, and is fired onto a flag pole that awaits in the distance. Except here he is off target!

WOT – NO MODE 7!

In 16-bit games, it was easy to spot where their 8-bit origins filtered through. 64-bit literally reinvents the whole picture. Silicon Graphics' amazing technology, combined with Alias special effects breaths exciting new life into the Mario universe. As he enters a world, Mario leaps into a painting of that scene, and the canvas ripples like water with a stone as he disappears. When Bullet Bill is fired from his cannon, a trail of translucent smoke follows in his wake.

Water provides the best opportunity for showing off NU 64's tricks, however. Mario leaves a trail of pale blue as he sloshes through a shallow pond. Bubbles distort the view as our hero swims deeper for hidden treasure. Towers that rotate have been seen in many video games, but the one in Mario 64 is stupendous! So big that it's impossible to see round the corner without tactical use of the C buttons. More amazing still, and something you can't see but feel, is how deep water supports Mario with a buoyancy you'd expect real water to possess. When left alone, Mario automatically floats to the surface. And where his body is half submerged, the richness of colour used to describe the depths is marvellous.





▲ A better look at the Z Button, and Memory Pack slot.

▲ Wow! Players will have the choice of six extra colours when Nintendo 64 is released in Japan this April.



◄ Here's how the controllers were set up, before people got to play on the games. You can just about make out the instructions for Kirby Bowl 64.

▲ The two engineers who assisted television crews to get their footage, backstage. Wouldn't give Paul a jacket though (grumble, moan)!



▲ This is the crowd that waited to hear Mr Yamauchi's speech.

EXERCISING TO KEEP WARM

At present this 50% complete version of the game finds Mario without any of his trademark suits. He cannot dress as a frog, or even throw fireballs. No matter, as Paul discovered lots for him to be getting on with in the meantime:

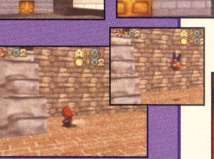
Hop, Skip, and Jump

After getting Mario up to speed, pressing the jump button three times in succession allows him to gain greater height. The third jump sees Mario spread his arms, whereupon they become rotor blades which can carry him over large gaps.



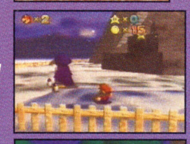
Cartwheel

Set off at a sprint in one direction, then quickly reverse and press jump. This allows Mario to perform a Cartwheel in the air. Ideal for giving koopas the slip, no doubt!



Crawl

Knew there had to be some use for the Z Trigger. Press this and Mario climbs onto his hands and knees to shuffle around the floor.



Climb Trees

Worth mentioning because there's one particular tree that hides a secret bird, which carries Mario wherever he wishes to go. Don't tell anyone else about this.



Hang loose

Mario clings to the edges of platforms, and hauls himself up if need be. This tactic is used to reach Bowser's doorway in the Shoshinkai version of the game.



Carry Out

Look around for objects which may prove helpful, and pick them up. Not baby penguins though – their mums tend to get really angry about it.



Super Punch Out

Though everything in the game looks amazing to you or I, there are some characters in this world that Mario doesn't like the look of. So... PAFF!!!



REACH FOR THAT MAGNIFYING GLASS

A once-in-a-lifetime opportunity to stare most intently at these four worlds which you have never seen before – ever!



WORLD 1
ROCKY MOUNTAIN



WORLD 2
ICE

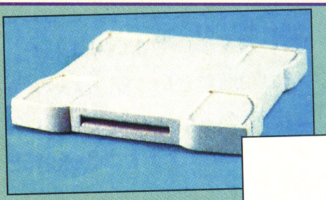
WORLD 3
FIRE



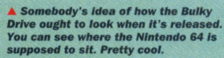
WORLD 4
WATER



WORLD'S END
BOWSER!!!



▲ Somebody's idea of how the Bulky Drive ought to look when it's released. You can see where the Nintendo 64 is supposed to sit. Pretty cool.



▼ We've talked about it enough over the past ten pages. So thought you might appreciate a decent snap shot. Wow! Baby! Whowee! Yowzer! Yowzer! Yowz...





Okay, the gloves are off. Which logo do you think's better? We definitely prefer the one on the right. It's closer to the feel of a video games system.



SPECIFICATIONS SPECULATIONS AND PROLIFERATIONS

PROJECT REALITY
TARGET SPECIFICATIONS

*True 64-bit MIPS/ RISC Microprocessor
*Greater than 100 Mhz Microprocessor clock speed
*Real-Time 3D Graphics, 24-bit colour, high resolution video and CD-quality audio
*Greater than 100, 000 polygons (50 Pixel Meshed Triangles) Generated per second.
*Exceeds 100 MIPS (Millions of Instructions Per Second)
*Exceeds 100 MFLOPS (Millions of Floating Point Instructions Per Second)
*Real-Time Anti-aliased 3D texture-mapping, for very realistic graphic images
*Resolution exceeds NTSC and PAL television standards. Compatibility with future HDTV

NINTENDO ULTRA 64
ACTUAL SPECIFICATIONS

*CPU: MIPS 64-bit RISC CPU (customised R4000 series)
CLOCK SPEED: 93.75MHz

*MEMORY: RAMBUS D-RAM 36M-bit
TRANSFER SPEED: maximum 4,500M-bit/ sec
*CO-PROCESSOR
RCP: SP (sound and graphics processor) and DP (pixel drawing processor) incorporated
CLOCK SPEED: 62.5MHz
*RESOLUTION: 256 x 224 ~ 640 x 480 dots
flicker free interlace mode support
*COLOUR: 32-bit RGBA pixel colour frame buffer support
21-bit colour video output
*GRAPHICS PROCESSING
FUNCTION: Z buffer
anti-aliasing
realistic texture mapping:
* tri-linear filtered mipmap interpolation
* perspective correction
* environment mapping
*DIMENSIONS: W260mm (10.23") x D!()mm (7.48") x H73mm (2.87")
*WEIGHT: 1.1kg (2.42lb.)

HARD TO SWALLOW?

There isn't much more to add on the NU 64 magnetic disc accessory, beyond the fact that it is read, and writeable, and is scheduled for release in November 1996. Plus developers are claiming that it increases the graphic and sound potential of NU 64. Cripes! The specifications printed below are not entirely accurate, rather somebody's 'best guess' that is being passed around at the moment.

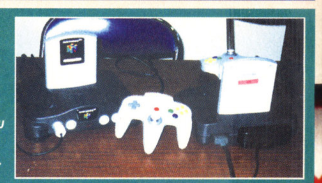
BULKY DRIVE SPECS (not confirmed)

4" disc caddy feed
150+ megabyte writeable discs
8 x faster than double-speed CD-ROM
2.44 megabyte per second transfer rate
13ms access time
To include another 2 to 4 megabytes of RAM
Price to be confirmed (around the ¥20 000 ($200))

SELL YOUR DOG – AND THE GERBIL

As always with a feature of this kind, CVG presents a list of all the games scheduled for release on NU 64 – all of which you're going to want to buy at some stage, so start saving. Some titles are subject to change.

Ace Driver (Namco)
Alien Trilogy (Acclaim)
Blastdozer (Nintendo/ Rare)
Body Harvest (DMA)
Buggie Boogie (Nintendo/ Angel Studios)
Creator (Nintendo/ Software Creations)
Cruis'n USA (Williams)
Doom: Ultra (Williams)
Dragon Quest VII (Enix) – Bulky Drive
FIFA Soccer '97 (EA Sports)
Final Fantasy VII (Square) – Bulky Drive
Frank Thomas Big Hurt Baseball (Acclaim)
Goldeneye (Nintendo/ Rare)
Ken Griffey Jnr Baseball (Nintendo/ Angel Studios)
Killer Instinct: Special Edition (Rare)
Kirby Bowl 64 (Nintendo/ Halken)
Legend of Zelda (Nintendo) – Bulky Drive
Mission: Impossible (Ocean)
Monster Dunk (Mindscape)
Mortal Kombat 3 (Williams)
Pilotwings 64 (Nintendo/ Paradigm)
Prey (Apogee/ 3D Realms)
Quake (id Software)
Red Baron (Sierra Online)
Robotech Academy (Gametek)
Shadows of the Empire (LucasArts)
SoulStorm (Virtual Hollywood)
Stacker (Virgin)
Starfox 64 (Nintendo/ Argonaut)
Super Mario 64 (Nintendo)
Super Mario Kart R (Nintendo)
Top Gun: A New Adventure (Spectrum Holobyte)
Turok: Dinosaur Hunter (Acclaim)
Wave Race 64 (Nintendo)
Wayne Gretzky Hockey (Time Warner Interactive)



Two super cool machines, set up so you can see both ends. At the back of the system there are two ports. One for the AV lead (compatible with the Super NES one), and a huge one for the power supply unit. The entire PSU pulls out, indicating that all hardware is standard. Just the power pack is different. Interesting.

CONVERSATION PIECES

The next few months are sure to be rife with gossip about Nintendo's new system. So we've compiled a few discussion points to help while away the evenings until NU 64.

Cartridge Size

Nintendo claim that cartridge sizes could go as high as 256 megabit, though the current limit still stands at 96 megabit. It wasn't long ago since they thought 64 megabit was about all they could take.

Internet

Though a deal with Netscape is rumoured, Nintendo have denied it. However a recent interview printed in Nintendo Magazine System with NCL hinted strongly at the possibility of some kind of internet connection.

Arcade

A couple more NU 64 related coin-ops are due to hit the arcades later this year. Williams are partners in the deal, once again. Also Rare tell us KI2 is exclusive to the arcade. NU 64 KI is something entirely different.

Release date

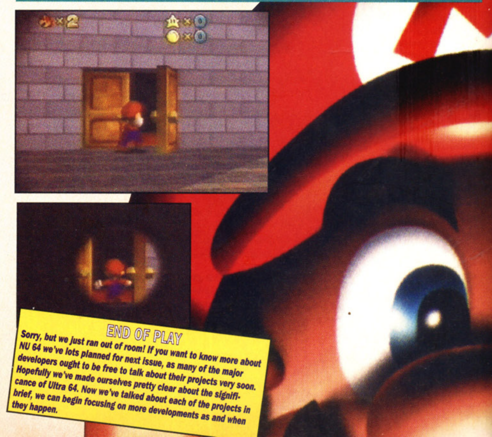
It's April 21st in Japan. End of April for the US and about that time for Canada and the rest of the world. That includes us. So please don't phone us asking this same boring question. It's coming. Soon.

Strange Days

Shigeru Miyamoto is quoted in one Japanese interview as saying: "We are going to make lots of strange games from now on", after expressing the need to move on and create something different. Hallelujah to that.

Cartridge versus CD – for the last time!

We asked Rare how their games would turn out if they were to use a CD-based storage system. Apparently Blastdozer would require more time and much more RAM. Goldeneye would require twice the RAM, and even more patience...



END OF PLAY

Sorry, but we just ran out of room! If you want to know more about NU 64 we've lots planned for next issue, as many of the major developers ought to be free to talk about their projects very soon. Hopefully we've made ourselves pretty clear about the significance of Ultra 64. Now we've talked about each of the projects in brief, we can begin focusing on more developments as and when they happen.

you can't buy this.

About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.

Not CD s - l - o - w.

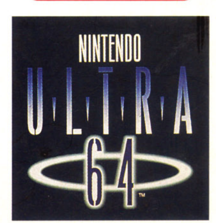
You can't buy it yet.

After all, nothing this good comes easy.

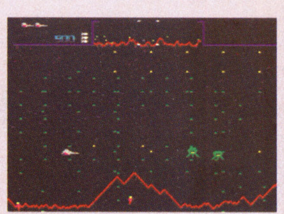
But do you really want something less powerful?

WAIT FOR IT...








▲ Ah, Defender. Just how we remember it.

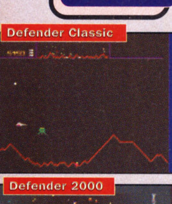

▲ And there are those sweet little humanoids.


▲ That's what they look like now. Aargh!

DEFEND

When Tempest 2000 was released, it showed the amazing potential of Atari's Jaguar console. Two years on, can Defender 2000 restore that lost glory?

Defender Classic



Defender 2000



Defender Plus

You know *Defender*. Everyone knows the game. Even if it existed before you were born, you at least know what it looks like. *Defender* is one of those early coin-ops that laid down the basic template for every video game that followed. In the same way that *Pac-Man* invented the character-led game - from which platform games eventually sprung – *Defender* gave us the horizontally-scrolling shoot 'em up. Almost any shoot 'em up you play now, 3D or otherwise, has a piece of *Defender* in it. It might be ancient and simple-looking with basic gameplay, but it certainly isn't dated. *Defender* is one of the greatest pure video games ever made. So when it was revealed that Jeff Minter was updating the game for the Jaguar, it sounded pretty exciting. Minter had already revamped the classic *Tempest* coin-op with stunning results, enhancing its wireframe visuals with splashes of technicolour and adding hypnotic rave sounds to the game. *Defender*, with its vector graphics, glowering particle explosions and highscore-based gameplay, seemed the perfect candidate for the same treatment. The idea of *Defender 2000* was incredible. And now it has arrived!





▲ If a humanoid is killed, a gravestone drops onto screen. It kills you if you hit it!



DEFENDER CLASSIC

This is it, the game behind it all! And it's an excellently faithful conversion of original *Defender*. The look is just perfect – right down to the little multi-coloured 500 points that float about the screen – and all the classic sounds are in there, from the metallic 'waaah' as the level starts, right down to the phlegmy throat-clearing effect as the alien ships appear. In fact, the only difference we noticed, is that when your ship is hit it doesn't hover, trembling for a split-second, before exploding! That's how accurate it is!
If you've never experienced *Defender* before, here's a quick rundown of the gameplay formula that has made it the legend it is. It'll also give you a better idea of what's going on in the more confusing *Plus* and *2000* screenshots.

● Defender was actually the first game ever to use 'smart bombs'. Starting with three, these destroy any enemies on screen.

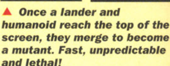
● These 'landers' are your main enemy. They pick up the humanoids and take them up to the top of the screen. Destroy the lander and rescue the humanoid before it smashes on the ground.

● This is your dragster-like ship, which shoots rapid beams of laser when you tap the fire button fast. It suffers from momentum when you turn and can hyperspace around the level. Although this should only be used in emergencies!

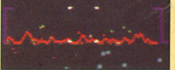


● Humanoids. The object of the game is to protect these little fellas. Once they're all the destroyed, the game goes into space!

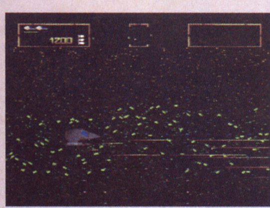




▲ Once a lander and humanoid reach the top of the screen, they merge to become a mutant. Fast, unpredictable and lethal!



▲ Another Defender first. The radar tells you what's around. With experience you can identify the various enemies by their coloured dots and movement patterns.



▲ Going into space in Defender Plus.

▲ This is how it looks in Defender 2000. Sufferin' Shad!

ER 2000

DEFENDER 2000

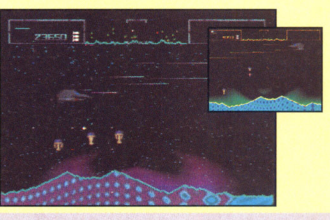
It's the one you've been waiting for. Rave soundtrack? Check. Glowering particle explosions and splashes of technicolour? Check. Wireframe vector graphics? Negative. Worms-style graphics? Check. Yes, whilst you might already be prepared for the clumsy big 'thing' ship, you won't be prepared for what's been done with the super-stylish vector landscapes. Prepare for muddy dumping grounds, housing estates and oversized old drums. You almost expect to see Marko and his Magic Football bouncing along the background.



▲ The humanoids help by shooting.

DEFENDER PLUS

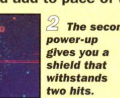
This is supposed to still be classic Defender, but with spruced-up graphics. However, the shocking new-look may be enough to kill some of the older gamers out there. "What have they done to my lovely Defender?" they'll cry. Well, they've given it shimmering metallic landscapes, changed the look of the enemies and turned your sleak space hot-rod of a ship into a clumsy big 'thing'. To compensate for your now-oversized ship, the screen is now taller and there are 'interesting' blue cubes floating around that warp you to other areas of the level.

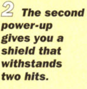


THOSE WARPS!

Just like *Tempest 2000*, *Defender 2000* adds to the old gameplay with collectable power-ups and warps. They're essential for survival and add to pace of the game.

1 The first and third power-ups collected give you an AI Droid which does all your work for you.





2 The second power-up gives you a shield that withstands two hits.



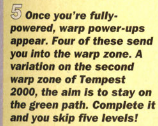
3 Collect four power-ups and you get a drone which fires crackling homing bolts at enemies.



4 Five power-ups give you superfast firepower – 15 shots per second.



5 Once you're fully-powered, warp power-ups appear. Four of these send you into the warp zone. A variation on the second warp zone of Tempest 2000, the aim is to stay on the green path. Complete it and you skip five levels!





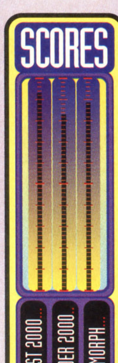
VERDICT

JAGUAR

Tempest 2000 has to rate as one of my favourite games ever. With its simplistic graphic-style, over-the-top psychedelic visuals, incredible sound and super-tough clock-a-highscore gameplay, it's almost perfect. And Defender getting the same treatment has of be one of the things I've been waiting for the most. So when I first saw the result I was frankly horrified. Rather than upgrading the extra-cool original graphics (as with Tempest) Llamasoft have created 'real' versions of the symbolic old-school sprites. Nobby little men for humanoids, ugly spaceships and, worst of all, graduating coloured landscapes. It all looks like a hideous Amiga shoot 'em up. However, after giving it a chance and actually getting used to the revolting graphics (and in places, finding them amusing), this game grew on me. It's incredibly fast, very challenging and actually a damn good blaster. And just like Tempest before it, the extra power-ups and warps add to the game. Even though the 'green path' isn't a new idea, it's still an entertaining extra level. It's a decent enough follow-up to Tempest, although nowhere near as cool. If the visuals had been as stylish as in original Defender (or Tempest 2000) it might have got 90%+. As it is, it doesn't, but I've still got a soft spot for the game (and it's not in my head).

TOM GUISE

SCORES





GRAPHICS ... 72
Some brilliant effects in places. Some disgusting ones too.

ANIMATION ... 86
Excellent scrolling and super-fast sprite movement.



MUSIC ... 71
Entertaining techno tracks, sometimes for the wrong reasons.

SOUND EFFECTS .. 78
Some good Defender sounds. But where's the cool speech?

GAMEPLAY ... 86
Swallow the sick and it's actually quite a slick blaster.

VALUE ... 83
If you own a Jag, this is your best purchase in a while.

OVERALL
Initially unimpressive, nay revolting. But give it time and it proves to be a fast, satisfying blaster.

83

- JAGUAR
- RACING
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- £44.99
- OUT NOW
- 1 PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSION AVAILABLE

SUPER CROSS X

The Jaguar has a severe deficiency of racing games. So this motorbike-scrambling type game has been eagerly awaited.

We look forward to each month's regular Jaguar instalment with great anticipation, in case we eventually get something as fantastic as *Tempest 2000*. Sadly, our anticipation has recently turned from looking forward to good games, to looking forward to getting a good laugh! Last month's top game in this department was *Attack of the Mutant Penguins*, which had tears of laughter streaming into our pizzas one night. This month's game – *Supercross* – beats that hands down.

As suggested by the title, the idea of the game is to drive a motorbike very fast around in the mud, beating the other seven opponents to the finish line. As well as just racing around the dirt tracks and jumping off the ramps, it's possible to perform tricks in the air. There are 13 different tracks, distributed around the USA where tournaments which can be competed in a selection of American states, as well as the usual practice modes. The 3D texture-mapped graphics feature digitised characters, and a big TV screen above the crowd showing live pictures of the action. But how good is it to play?



▲ *This trick is known as the "Rich Leadbetter". Brilliant, isn't it?*



▲ *Perform a great "Ronnie" and watch yourself on the giant TV screen at the back.*





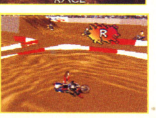
▲ *If only you could hear the sound at this point.*

AMAZING STUNTS!!

One of the better features in *Supercross* is how the riders are able to pull off stunts when in the air. With a simple press of the trick button, one of a few different stunts is performed, such as one-handed jumps and other exciting moves – like the one that Paul calls a "Ronnie", where the back foot is poked out to the side for a single animation-frame's duration.













VERDICT

JAGUAR

Anyone who's played the awful 32X *Motocross* game will agree that it really is so bad that it could put anyone off the sport for life. *Supercross* is something else. The graphics feature possibly the worst 3D effect ever, with a frame update of about one frame per second, and awful animation on the stupid-looking drivers. The sound is worthy of a mention, not only because of the pitiful Spectrum-quality music but also because of the painfully bad engine noise. The best bit is when you ride over the small humps and the engine sounds like a rabid pit-bull terrier trying to choke up a cat. Despite there being 13 tracks, the variety between them only goes so far as two shades of brown mud. These problems could be forgiven if the game played reasonably well. Except it doesn't. If fact, it's probably the worst game I've ever played, with more 'bugs' than Tom G's flat. For example, if you run slightly off the texture-mapped part of the track the bike flips over and crashes in a badly-drawn heap. You can even pause the title screen, for goodness' sake! The presentation sucks, as the sadly named "Pro, Rad and Tuff" difficulty settings shows. Plus the badly-timed replays add to the mess (finish a race and get a replay of the bike slowing down after crossing the line!). I'm afraid that even though the game had us weeping with laughter, it's just not enough of a reason to even think about buying or even bothering to play this mouldy pile of dribbly crap.



ED LOMAS

SCORES

GRAPHICS	21
ANIMATION	9
MUSIC	11
SOUND EFFECTS	9
GAMEPLAY	18
VALUE	6
OVERALL	17



BUY





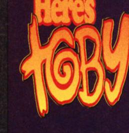
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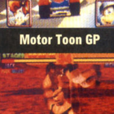








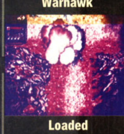
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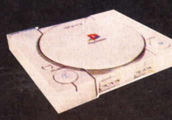
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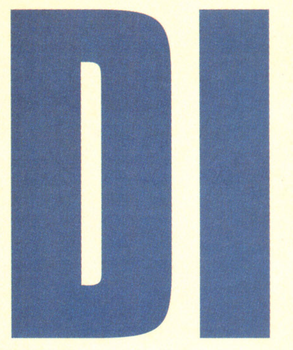
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THE DIG



There's tough, tougher and real tough... and then there's The Dig. It makes even old boots look comfy!

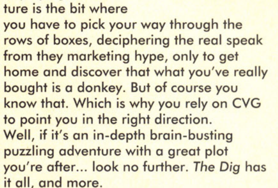
CVG HIT!



DON'T WORRY, I'LL ONLY BE GONE A FEW DAYS... YOU THINK!

The story of *The Dig* takes the player on a wondrous journey to the far reaches of the galaxy.
Set in the present day, Commander Boston Low is pulled reluctantly out of retirement to lead a hand-picked team to halt the inevitable collision of the Asteroid Attila with our own planet Earth. With him, a world-famous geologist - Dr. Ludger Brink - and smart talking reporter - Maggie Robbins - who just happens to be the most experienced linguist the world has ever seen (as if!).
The intrepid trio set off into outer-space on what should be a routine mission.... until things start to go wrong.(Well, it would hardly be an interesting plot otherwise now would it?).

With a flood of action-adventure games lining the shop shelves at the moment, it's difficult to know which one to pick. They all come in nice glossy boxes. They all boast a host of new and extremely clever graphical techniques and effects - such as motion capture and cinematic sequences. And they all claim to be "The ultimate challenge!" or "the most intricate plot you've ever seen!". In fact, it seems the most challenging part of playing an adventure is the bit where you have to pick your way through the rows of boxes, deciphering the real speak from they marketing hype, only to get home and discover that what you've really bought is a donkey. But of course you know that. Which is why you rely on CVG to point you in the right direction.
Well, if it's an in-depth brain-busting puzzling adventure with a great plot you're after... look no further. *The Dig* has it all, and more.
Written by Sean Clark and based on an idea by the mighty Steven Spielberg, this graphic adventure by LucasArts takes the traditional craft of archaeology far beyond the perimeters of our galaxy.
In an attempt to prevent its collision with Earth, Commander Boston Low takes a team into outer space to redirect the Asteroid Attila. But this floating hunk of granite is not all it seems to be.....









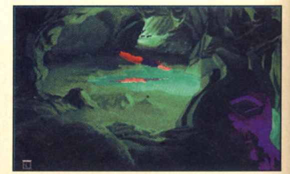
▲ *There are many different locations to explore.*

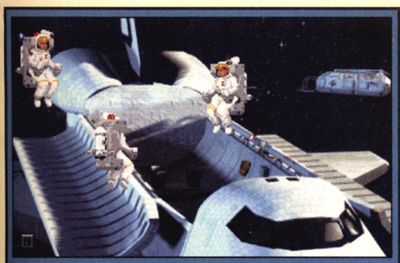


▲ *Oh, now that's pretty.*



▲ *What on earth do I do with this?*





GOSH FELLAS, WHERE ARE WE?

After fiddling around with some stuff that they probably shouldn't have fiddled around with, the Asteroid reveals itself as what it really is - a dormant alien spacecraft - and the astronauts are transported at light-speed to a strange planet on the other side of the galaxy.

With no idea where they are, and even less of an idea how they are going to get home in time for tea, Boston and his pals set about exploring this strange new world, in the hope of discovering whatever secrets it holds (and you just know there's going to be a good dose of those, don't you?).

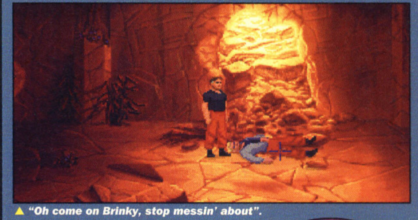
Players control the heroic Boston as he leads his team in discovering hidden artifacts, and solving puzzles and conundrums as they story unfolds....



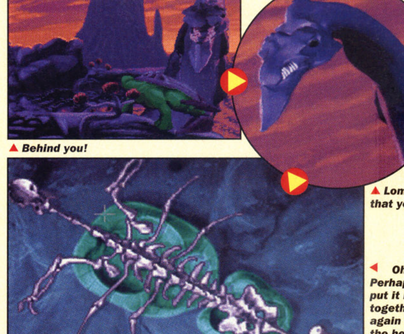
▲ "Hey, don't leave me chaps, this thing looks dangerous".

NO, NO YOU FOOLS - DON'T DO THAT!

After about half an hour's play, the arrogant Dr. Ludger Brink carelessly falls down an old shaft and buys it. After grieving momentarily, for some inexplicable reason the remaining duo decide to split up and go their separate ways. NO! Watch any third rate suspense film and you'll know this is a recipe for disaster, but would they listen? Would they heck!



▲ "Oh come on Brinky, stop messin' about".



▲ Behind you!

▲ Lomas, is that you?

◄ Oh well. Perhaps I can put it back together again with the help of a life crystal.

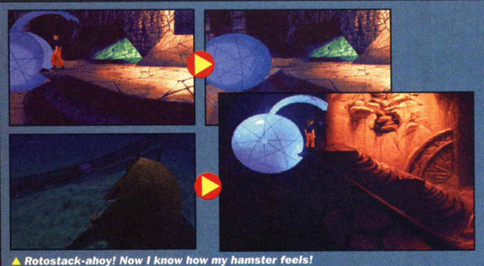
SMART COOKIES

Through the course of the game, it transpires that the alien nation who once thrived on this planet were a pretty smart bunch. They have discovered a crystal that restores life to those deceased (lucky old Brinky - he's the first person to be resurrected), and a source of power that is quite spectacular. So, if they were so smart, how comes they're all dead.... or are they?



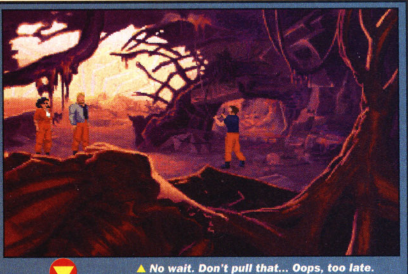


▲ Aaaah. Bisto. Oh no, my mistake. It's an alien spectre protecting the precious life crystals.


▲ Rotostack-ahoy! Now I know how my hamster feels!

ALIEN TRAVEL

Once Boston has discovered how to penetrate the underworld caverns, he discovers the aliens had a sophisticated transport network running throughout the heart of the planet. This network consists of spherical trams that run underneath the vast oceans along a maze of perspex tubing. Discover how to operate this system and a variety of new locations will be yours to explore.


▲ No wait. Don't pull that... Oops, too late.









USE YOUR HEAD

The puzzling aspect of *The Dig* is extremely tough. There is a puzzle at practically every turn, and with the exception of one or two, they are set at just the right level to tax an experienced adventurer's mind, but not so tough they might intimidate the less adept brain (it'll just take them a bit longer that's all).


▲ Store all items collected in the inventory. The game is totally controlled by the mouse, so it leaves players to get on with the serious business of enjoying the game.


▲ You can talk to your absent team-mates via this transmitter - but generally they're not overly helpful.

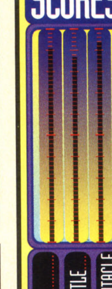
VERDICT

PC CD-ROM

LucasArts won my heart when they produced such classics as *Monkey Island* and *Maniac Mansion*, and so I was eagerly anticipating a similar style of game packed with mind-bending puzzles and plenty of humour and personality. Because of this, I was a little disappointed at first. For the first 15 minutes or so of play, the adventure seemed to be a totally linear affair, with little brainwork required to solve the puzzles, and a distinct absence of the quirky humour I have grown to love. Once my quest had taken me to the planet surface however, I was instantly converted, as the plot intensified, and the puzzles became more nightmarish. I can only imagine that the possibilities in space are limited, but feel that LucasArts could have extended the stunning intro sequence to the point where you are plonked on the planet surface. It would have saved me a frustrated 5 minutes getting to the good parts. I was further heartened as a modicum of the familiar humour began to seep through. Graphically *The Dig* is stunning (though perhaps a little dated in its style) with a well-developed storyline and characters, and atmospheric light sourcing and sound effects that create an altogether absorbing experience.Don't think about it. Buy it.

KATE RUSSELL

SCORES



GRAPHICS 90
Spectacular backdrops - if a little dated in style. A bit pixelly close up.

ANIMATION 90
Fluid movement with nice character expressions.

MUSIC 90
Eerie and atmospheric. Just what the doctor ordered.

SOUND EFFECTS 90
Accurate and effective. Top stuff.

GAMEPLAY 91
Thoroughly absorbing and extremely tough.

VALUE 88
If you don't mind straining your brain, you'll love it.

OVERALL
Only slightly let down by the slow start. After that you live it every step of the way.



SUPER NES
PUZZLE
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1-2 PLAYERS
UK VERSION RUMOURED
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PANEL DE PON

CVG HIT!

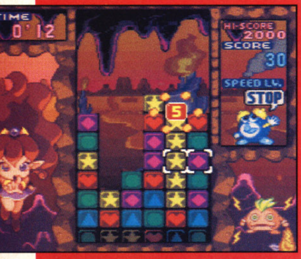
This is a game about fairies, but it's not by or for fairies at all. It comes from Nintendo, and we reckon this game is for everyone, as it's superb. OH YES IT IS!

Goodness knows we've had our fill of cutesy puzzle games in recent months. And we appreciate how the situation gets more confusing with every new release – especially since all we ever seem to say is 'this one's great, so buy it'. As if to confound the problem yet again, this latest purveyor of all things pretty and puzzular is fantastic. But the familiar points associated with all games of this ilk to come from Japan surface once more: *Panel De Pon* is a success in that country. The game is almost impossible to come by on import. And Nintendo of America are stripping the game of all it's charming character, to replace it with 'alternative' Nintendo icons.

On CVG, we reckon Westerners are missing out on some serious fun. Whether this is a problem brought upon ourselves through lack of enthusiasm we're not so sure. But for once we'd like you to appreciate a classic game for what it is. And *Panel De Pon* definitely falls into that category as it stands – fairies an' all.

WHAT FAIRIES DO IN THEIR SPARE TIME – EXCLUSIVE!

In *Panel De Pon* players adopt the role of a fairy, from a selection of eight. Each is associated with an aspect of nature. The main character is the Leaf Fairy, whose home is the woodlands. Others represent the sea, the snow, volcanic caverns, and so on. The differences are purely cosmetic – their powers are exactly the same – with the main purpose being to relate some kind of story. In a one-player game, however, the fairies' methods change the further Leaf Fairy progresses. Their skill at placing the panels increases too, so learning their approach is the only way to stop them.



▲ *Music changes in order to suit the backgrounds.*

PANEL BEATING IN FIVE EASY LESSONS

Perhaps this page looks like a total mess of confusion to you. Well it won't if you take time out to appreciate what's going on:



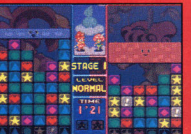
1. Panels are manipulated using this white-rimmed box. It swaps the contents of one square for the other. To move a Panel along, position the box so that the opposite side is in the direction you wish the panel to move.



2. When three Panels containing the same shape are aligned vertically or horizontally they disappear. However special rewards are given for the simultaneous removal of four or more Panels. Intrigued...?



3. Time is the enemy in a standard, one-player game. As the game progresses, the stacking speed increases, creating pressure to make snap decisions. Removing four or more Panels at one time momentarily freezes the clock.



4. Versus games, against the computer or another player, reward the disappearance of four or more Panels with an obstacle dropped onto the opposition's stack. The greater the number, the larger the penalty.



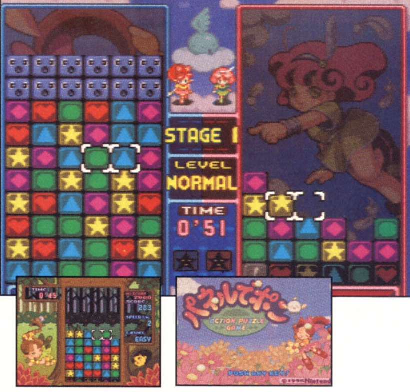
5. When your observational skills have progressed enough, it's possible to see where the removal of one line of Panels could make way for the completion of several, more. This is the secret of winning big time!





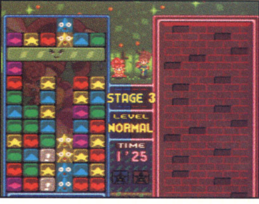
RARE JAPANESE STORY

At one time Rare were approached to adapt *Panel De Pon* for release to the Western market. As *Panel De Pon* is a Nintendo game, it featured strongly in the Super Famicom area of the recent Shoshinkai. As the Rare team have played the game so much, they nominated a champion to take on the Nintendo officials at their own game. It wasn't long before the Rare boy had worked his way through the entire throng of Satin Jacketed NCL officials, without losing a single round! Sadly the conversion deal, so far as Rare are concerned, is no longer going ahead. Fingers crossed Nintendo are still considering Europe in their plans for the game.









SQUARE DEAL

Point four of the "Panel Beating..." info box tells you how versus games are made tricky by the addition of penalty panels. These pain-in-the-neck intruders may comprise of double, triple, or even quadruple density rows of featureless panels. The only way to transform them back into something useful is by vanishing adjoining normal panels, whereupon the casing is shattered to reveal familiar multicoloured shapes beneath. Extra annoying, stone-like rows are created by disintegrating grey panels, daubed with exclamation marks. These require double the effort to remove – and this game is for fairies?

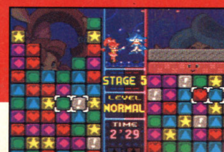






▲ *The blue triangles here have vanished, taking the Penalty Panels with them.*





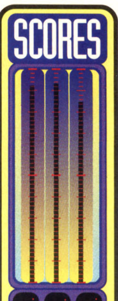
VERDICT

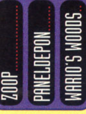
SUPER NES

Before telling you how brilliant *Panel De Pon* is, I have worrying news: Unless a large proportion of dedicated Super NES fans put pen to paper and beg Nintendo to release this game, you're unlikely ever to play it. Importers haven't taken much of an interest (I had to bring this particular copy back from Japan myself), and if they did it would cost an arm and a leg. Point is the UK is renowned for loving platform games and beat 'em ups. Oh, and we're fortunate enough to welcome the occasional RPG too. But puzzle games? Forget it! Even when, as with *Panel De Pon*, you have the puzzle game equivalent of *Yoshi's Island* or even *Killer Instinct*. So I can tell you that the logic in this game is perfect; that it plays brilliantly. I can say that it has beautiful presentation to match, with typically excellent music in the NOJ tradition. But it's no use. We showed you this game because it's interesting, and worthwhile hunting down. Everyone else, just keep those fingers crossed. Meanwhile there's Viacom's *Zoop* to consider.

PAUL DAVIES

SCORES





GRAPHICS 91
Great characters, and wonderful presentation. Superbly colourful.

ANIMATION 80
Basic, but still fluid. Some nice touches between stages.

MUSIC 89
Not the monotonous drivel you might expect. Very good.

SOUND EFFECTS 86
Spangley bursts of effects that suit the colourful presentation.

GAMEPLAY 93
Instantly playable and really addictive in the long term.

VALUE 94
A permanent fixture for your Super NES – if and when it's out.

OVERALL
Another classic from Nintendo of Japan. Brilliantly stylised, and perfectly thought out. Shame we might never see it in the UK...

93

SATURN

SEGA

£44.99

OUT JANUARY

1-2 PLAYERS

PC CD-ROM VERSION RUMOURED

ARCADE VERSION AVAILABLE



SEGA RALLY

Here's a game guaranteed to service your need for an arcade-experience at home; burst those adrenaline flood-gates open!

Experience has taught us not to expect the impossible. Saturn appears to struggle with *Daytona USA*, so *Sega Rally* is a guaranteed non-starter on Sega's 32-bit 'toy'. At least this is the thought that humbled many Saturn owners earlier this year. While we're still recovering from the shock of a priceless *Virtua Fighter 2* conversion, the merciless Sega hit home again with the unthinkable: an arcade BETTER translation of their ground-breaking off-road master work. We suspect some people won't trust us on this one, especially fashion-crippled PlayStation crusaders, intent on finding fault. But it's true nonetheless, as the ensuing four pages set out to prove. Believe it!

THE LOOK

CVG explained last month how Sega's CS division obtained the look of *Rally* on Saturn. For the review, we'd like to highlight just how visually faithful this £50 (or less) CD is to the £2000 (or more) coin-op.

ATTRACT

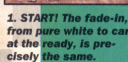
The entire attract sequence from the arcade machine pushes those nerves to maximum revs, making players eager for a chance at the wheel.



5. See that elephant on the right? It's in the arcade version too – and it walks.

6. THE HELICOPTER! Looks so cool, doesn't it. Makes a heiluva noise too!

DESERT



1. START! The fade-in, from pure white to car at the ready, is precisely the same.

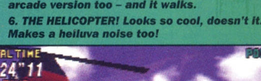


2. Note the spectators at the left-hand side in the approach to this right-hander.



3. Birds cooling their feet in the mud are spooked by the roaring engines.

4. This gauntlet of bumps, hemmed in by rocky walls, looks as solid as ever.

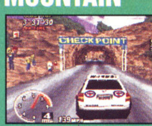




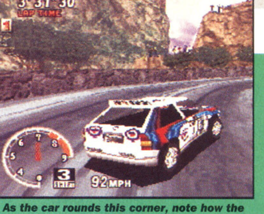
1. Easy to take these buildings for granted, but they're all around and very solid.



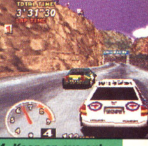
MOUNTAIN



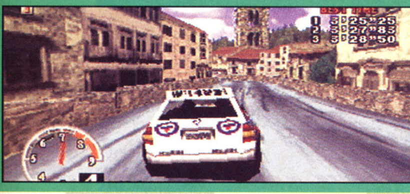
2. Another super-solid-looking, clearly-defined archway to motor beneath.



3. As the car rounds this corner, note how the scenery becomes so dense 'n HUGE!

4. Keep an eye out for the spectators perched high above this hair-pin bend.



5. This village is pretty incredible. The look is authentic, as the buildings are varied.



6. The final stretch is impressive because of the welcoming crowd, and architecture.



FOREST



1. Arcade pros know exactly where to head, as the road appears exactly the same.



2. Hey! Those birds are only being used to show off this game. Call the RSPCA!

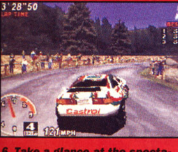
3. This tunnel, hewn from the hill-side, looks nigh-on identical to the arcade version.



4. It's hard to miss this rock as you swerve around it. Not a polygon out of place.

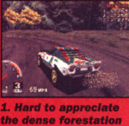


5. Admire the view to the left as the car swerves down this lifelike muddy track.



6. Take a glance at the spectators while power-sliding round the final right-hander.

LAKESIDE



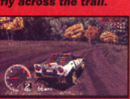
1. Hard to appreciate the dense forestation when managing such severe bends!

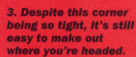
4. Take time to appreciate the view as the track runs by the lake. But not too much!



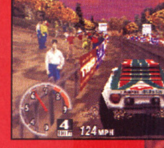
2. Cool how the track opens out into this straight, and the birds fly across the trail.

5. No way could you negotiate this last 'S' bend, were the visuals not so effective.





3. Despite this corner being so tight, it's still easy to make out where you're headed.



6. The elation felt as you brake into this line, crowded by fans, is second to none.



POPCORN! ICE CREAM! FUNNY HATS!

The Replay feature in *Rally* is unbelievably fantastic. The Beta version (almost, but not quite complete) available to us last month had this in some form. However the finished code is something else! After finishing the Mountain course, it's not necessary to come first, drivers are rewarded by a full replay of the Desert, Forest, and Mountain courses. Achieve Lakeside, and that's also included. Let's take a look at the three exhilarating viewpoints available:



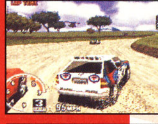
DRIVER'S EYES

Skilled racers adopt this viewpoint for the Championship as a matter of course. Otherwise this is the next best thing for novices to appreciate the sheer wow of the driver's seat experience.



CHASE CAMERA

Always cool to watch, especially for players who raced the entire game inside the car. Outside the vehicle you can see exactly how close that last race was – jeez, he was right on your tail!



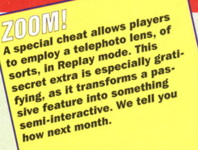
BIRD'S EYE VIEW

GOOD GOSH!!! This is the default option, and the most impressive by a long way! Thrill to the action viewed as though it were the attract sequence all over again – only this time YOU are the star!



ZOOM!

A special cheat allows players to employ a telephoto lens, of sorts, in Replay mode. This secret extra is especially gratifying, as it transforms a passive feature into something semi-interactive. We tell you how next month.





▲ Zoom in on the replay to witness breathtaking moments like this!

ENDLESS ROAD

Some people may consider four courses, raced under four significantly different circumstances, still aren't value enough. Say hello to *Sega Rally* Mirror Mode. As with the extra Replay feature, Mirror courses are only accessed after performing a mystery 'task'. For the effort, all four courses are available to race as exact mirror images of the originals. As this is an extra trick being asked of the Saturn, all co-driver's signals are omitted – which increases the challenge level to some degree. Lap times are not recorded either, and Ghost Mode (the pace car in Time Attack) is disabled. Still it's nothing a pen and paper can't resolve, and it greatly extends the longevity of the game.





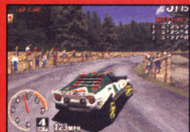
▲ Notice how the START sign is reversed.

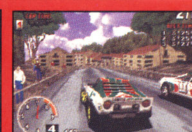


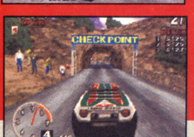


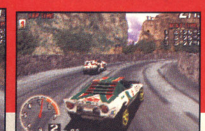
RETURN TO FORMER GLORY

The three simple clues printed last month implied that the secret car available to race in *Sega Rally* is, of course, Lancia's infamous Stratos. This 1970s dream machine has a top speed of 152 mph, compared to just over 140 mph for the Celica, and Integrale. Its impressive rate of acceleration is both a blessing and a curse, however; the Blow Off valve being so sensitive that even the slightest shot of gas sets the wheels skidding. Also the Stratos' 2WD design makes tight control around bends a strenuous exercise. We advise that you chew a suffocating wad of gum, and strap an ice pack to your head, to maintain the level of concentration required for a Lakeside win!





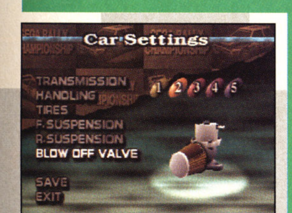






PRECISION EXERCISES

The Car Manual provided with the game informs drivers how Car Settings improve certain aspects of performance for use in Time Attack, and Two Player Battle. We thought this could do with clarifying a bit, so readers of CVG can get the upper-hand over their mates.





STEERING

Best to keep the steering column slightly looser than default setting, to manage speedy correction in the sludge. Not too loose though, as constant correction slows performance.



FRONT SUSPENSION

Reserve low settings for Time Attacks on the Mountain course only. Otherwise adjust it slightly high for reduced drag, and better performance over bumps and gravel surfaces.



REAR SUSPENSION

Controlled power slides require the rear end set lower than normal. Too high, and the back of the car is likely to go skittering into a 360° spin out. Four out of Five is the best all round.

BLOW OFF VALVE

A high setting is great for feeling the 'G's of a rocket-like acceleration rate, but the tighter hair-pins are a lost cause. Adjust to make acceleration out of tight corners as smooth as possible – ie slightly low.



▲ Here's where the Stratos is really put to the test, in a two-player battle. The split-screen action is brilliant. There's no slow-down, and hardly any clipping worth worrying about. All that's sacrificed are minor details. Eat your heart out Ridge Racer!



▲ One totally excellent, cool-looking motor!



▲ Finish the extra, Lakeside course and you're treated to an amazing re-run of the last race.

VERDICT

SATURN

From the first time you lay eyes on it, to when the many secrets open up as reward for hours of dedicated play, *Sega Rally* is stunning. With it Sega demonstrate that they make the best arcade games around, are committed to providing Saturn owners with precision conversions of the same, and, in doing so, show that Saturn is the most capable piece of 32-bit gaming hardware on this planet – when handled correctly. Though not what you could call identical to the coin-op in looks, *Rally* is every bit the game and more besides. With or without the Arcade Racer it controls brilliantly, with a learning curve perfect for everyone to appreciate, but not all to master so easily. Watching somebody slalom through Lakeside in the Stratos is as exciting as taking part yourself. And whoever succeeds in Hard Mode is a hero! The music is so good we've been listening to it even when not playing the game. Effects are excellent too, from the co-driver's assistance to the amazing bursts of hip-hop between replays. The engine noise is terrific, with background effects to make the experience sound all the more realistic. I love this game. I especially love watching the replays of my car after playing the game, which makes me love it even more! Just make sure you order yours before it sells out.

PAUL DAVIES

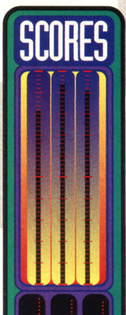
SECOND OPINION

SATURN

We've been arguing about this game's score all day. Does it get a ludicrously high 95%? Or does it get a ludicrously higher 96%? At this point I don't know what Paul's given it, but I'd push for the 96%. You see, *Sega Rally* isn't just a brilliant game. It's exceptional! As an conversion of the coin-op, it's incredibly impressive. I'd say it's only nit-pickingly inferior. As a home console game though, it wipes the floor with anything else. The sheer exhilaration is heart-stopping! The speed, the scenery whipping past, the way your car rocks as the back end slides out. And it's so excellently crafted. Wait until you experience your replays, seamlessly cut together with funky tunes and MC-style commentary. If you're at all interested in video games you have to have this. It's one of those games you'll look back on and say "Wow, I got when it came out!" An extraordinary game.

TOM GUISE

SCORES



GRAPHICS 95
Everything from the arcade – minus a few special effects. Amazing.

ANIMATION 96
Very authentic. Has people leaning into corners like idiots.

MUSIC 94
Bloody excellent! Definitely give it a listen through the hi-fi.

SOUND EFFECTS 93
Totally convincing, evil-grin inducing, engine rumble.

GAMEPLAY 94
So addictive., that hours fly by faster than the trees.

VALUE 92
A worthwhile two-player game. Lots of one-player treats.

OVERALL
Drives home the message that Sega are masters of arcade and home excitement. A buzz for total beginners, and hard-core arcade specialists alike, You must have it!



PLAYSTATION
CLASSICS
NAMCO
£IMPORT
OUT NOW
1-2 PLAYERS
NO OTHER VERSION PLANNED
NO OTHER VERSION AVAILABLE



Old duffers rejoice! The complete time-travelling arcade experience is available on one PlayStation CD!

Namco Museum vol.1

Namco have one of the most impressive back-catalogues of arcade games around, so this museum idea is great – giving the "mature" gamer a blast of nostalgia with a few classics on a CD. As an added bonus to the old arcade games a whole 3D museum is included, with separate rooms dedicated to each of the games. These rooms have a selection of exhibits relating to the history of each arcade machine, as well as play instructions, a graphics viewer, and even a 3D arcade cabinet. The only thing it doens't have is that lad who always pestered you for change, and a sticky carpet. Maybe Namco have happened across the secret to eternal youth, right here?

TURN IT ON!

When Namco say these are arcade-perfect conversions, they don't just mean that the games are similar – they're identical. All start up with the original arcade start-up screens, including all the dip-switch options. These allow the user to customise the game slightly by choosing how many points are required to gain an extra life, and so on. This adds enormously to the feeling of owning the arcade you always dreamed of – so long as you're a bit of an old sod.



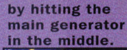


RALLY-X

CLAS
RATI
4/1

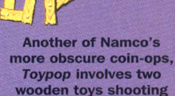


Following on from the basic shooting of *Galaga*, *Bosconian* adds the ability to fly the ship around in eight directions. The main objective is to destroy the big green motherships, either by taking out the six circular sections or by hitting the main generator in the middle.

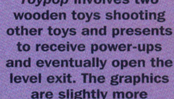






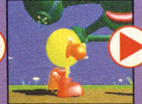


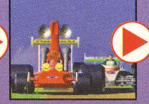
Another of Namco's more obscure coin-ops, *Toypop* involves two wooden toys shooting other toys and presents to receive power-ups and eventually open the level exit. The graphics are slightly more advanced than most of the other games and the two-player mode is fun.

















PAC-MAN



CLASSIC RATING 10/10

Pac-Man is possibly the most famous game in the world. Almost everyone knows about how the yellow ball with the big mouth collects the dots, avoiding ghosts – unless he's powered-up, in which case he can eat them for points. Though the game is ultra-simple, it's got all the playability, fun and addiction you could ever want.



The car in this little-known game has to drive around the maze, avoiding the evil red cars and awkwardly-placed rocks. The object is to collect all the flags before running out of fuel, which is also used up dropping smoke in front of the baddies. Though it's fun for a while, the game is repetitive and the movement of the car is annoying. A conversion of *New Rally-X* is included on the CD.

Galaga



CLASSIC RATING 9/10

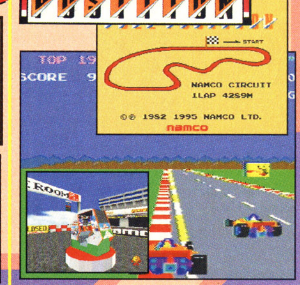
Galaga is another of Namco's top titles and is one of the best-loved shoot-'em-ups around. The enemy ships work their way down the screen toward the player's craft at the bottom, each attacking with different patterns. There are various bonuses available, like the dual ships, and plenty of features to keep anyone entertained for ages.

POLE POSITION

CLASSIC RATING 6/10

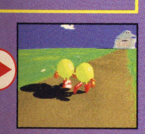






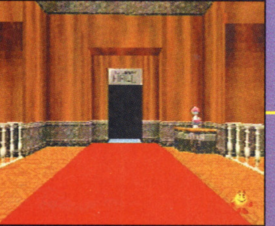
Pole Position is famous for its excellent wheel on the original arcade machine. Though it wasn't particularly good for handling, it could be flipped hard, making it spin around loads of times. Even though this is a perfect conversion of the racing arcade version, the wheel has been replaced by the pad, so the game loses a lot of its novelty value.

CLASSIC RATING 7/10



ENTRANCE

This is the entrance hall where the players start. There's an information droid behind the desk who'll give you help in Japanese.



LOUNGE

The lounge contains old Namco magazines with coverage of all of the museum's games, plus a jukebox with all the music and sound effects of the games.

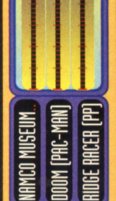
VERDICT

PLAYSTATION

Even though I didn't play most of these games much at all in the arcades, I'll admit to really enjoying almost all of them. Nearly all of the games are still excellent even with some laughably bad in-game graphics and sound. The presentation is excellent, and the 3D museum and its various rooms move around smoothly. There's so much information in the game that fans of the coin-ops will go mad over it. To sum up: Old people who used to play the originals should get this straight away as it'll provide hours of gaming and hours of nostalgia. Everyone else should consider it as it's a novel idea and a great selection of games.

ED LOMAS

SCORES



GRAPHICS 75 – Graphics are exactly as the coin-ops (rubbish). Museum 3D is smooth.

ANIMATION 34 – All games have limited animation. The museum doesn't move much.

MUSIC 40 – The game music is cack. It's not much better in the museum.

SOUND EFFECTS 47 – Poor effects in the games. Basic bleeps in the museum.

GAMEPLAY 85 – Most of the games are excellent and it's easy to move around the museum.

VALUE 84 – To fans it'll last forever. To everyone else it's six cool games.

OVERALL – A great package that players of the original machines will adore and younger gamers will still enjoy loads. Six classic games in one can't be bad.

84





ALONE IN THE DARK

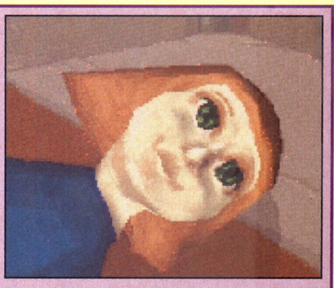
Some people will go to extraordinary lengths to get their hands on a drop of the hard stuff. But murder and kidnapping is positive proof of alcoholism! Prepare to go stumbling in the darkness. Alone.

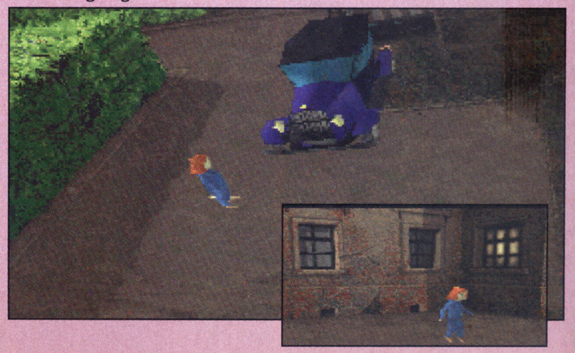
Smuggling booze was a popular pastime for Americans in the Twenties. If you wanted to make a fast buck they didn't come much faster than a spot of moonshine under the counter. But with the liquor came an unscrupulous bunch, One-Eyed Jack being among the most unscrupulous of them all. Not only has he kidnapped a harmless child but he's also knocked off the detective sent to rescue her. Cue the arrival of Edward Carnby, another Private Dick who's out to avenge the death of his buddy and save little Grace Saunders at the same time. Inevitably however, things aren't as simple as that. Not only is One-Eyed Jack a notorious smuggler, he's also immortal. His mansion, situated on a stretch of Californian Coast known as Hell's Kitchen, isn't your run-of-the-mill pad either, a beacon of supernatural energy and crawling with mysterious spirits. Good material for an RPG you might think and good material it proves. Taking the role of Eddie, the player creeps about the mansion picking up guns and ammunition and pocketing just about anything else that happens to cross his path.

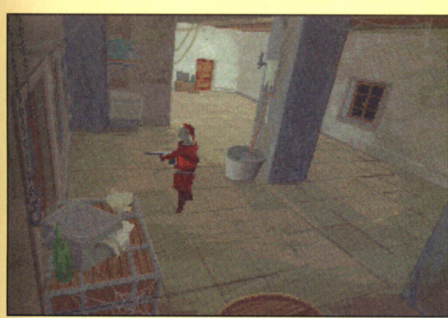
As well as shooting various gangster types, Eddie's mission sees him struggling to make sense of cryptic clues and complicated puzzles that hinder his exploration of the mansion. But the real truth sees the budding Malone? uncover an ancient pirate ship used for smuggling...As for the rest, well, you're alone in the dark I'm afraid.

THE CHILD IN CRIME

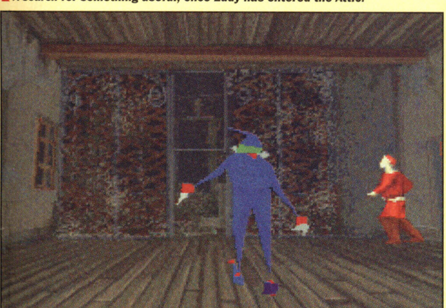
As well as taking on the character of Edward Carnby, the player also gets to experience life as a small child. When Ed finds himself all tied up, play switches to Grace Saunders who must find a way to get to Edward and release him. In her favour she is small and so able to squeeze into some tight spaces – like a dumb waiter for example – and she is no less cunning than Ed. Of course, being only a toddler, Grace isn't exactly that hard when it comes to fighting!



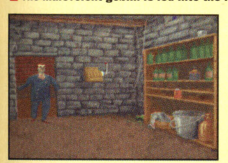




▲ A search for something useful, once Eddy has entered the Attic.



▲ The malevolent goblin is led into the interior garden, and to its death!







HOW DO THEY DO THAT?

Perhaps the best way to give you an idea of what to expect from *Alone in the Dark* is to guide you past one of the stumbling blocks that Edward inevitably seems to stumble upon. So, grab your Trilby and .38 and get ready to flush out your headgear!

THE ACES:



So what do these four playing cards mean then? Don't leap on to any of them without thinking. If you pick the wrong one, you'll die. Your investigations of the garden however should have revealed another playing card in the ground. It was an ace of diamonds and sure enough, when you tread on this one a trapdoor opens!

THE CHEST:



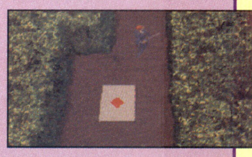
After the weird sailor type has gone up in green smoke, Edward checks out the underground. Wandering around he stumbles upon a chest. He can't open it so why not try pushing it. Hey presto, it moves and sets off a switch which sees an altar rise up out of the floor in the distance.

THE ALTAR:



Pushing the chest does more than just prompt the altar's appearance. It also reveals a silver Jack of Diamonds. After Ed has seen off the spectre that floats towards him and picked up the pirate sabre, he has to find out how to get out of the underground. How does he unlock the trapdoor?

THE TRAP DOOR :



The altar obviously has some significance where this dilema is concerned. Wandering around it doesn't reveal anything though. The solution is one you're most likely to stumble across. By taking the Jack of Diamonds he has just collected out of his inventory and placing it on the altar the trapdoor is opened and Ed can return above ground!



SWAG BAG

There are so many things to pick up in *Alone in the Dark*. It's best to take everything you come across no matter how insignificant it may seem. By combining objects you can then begin to solve some of the more complicated problems. For example, when Grace finds herself trapped in One-Eyed Jack's room, her cunning escape involves taking the mini-cannon, filling the barrel with pepper and lighting it with her tinderbox lighter. Simple really.



▲ *There are ammo clips for this 'Tommy' gun left lying around.*

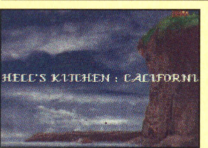


▲ *My dear, you look radiant this evening.*

▲ *Ho-ho-ho. Who taught you how to dance? Hey...wha... ouch! Oo! Aagh!*

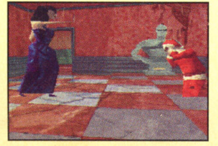












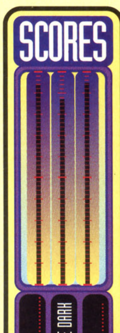
VERDICT

PLAYSTATION

My usual aversion to RPGs has been considerably assuaged by *Alone in the Dark*. This is thanks in the most part to the inventive storyline and visual excellence of the game. While the use of cinematic editing seems a bit confusing at first and can actually prove frustrating when you are fighting someone, it goes a long way to invoke a noiristic atmosphere to the game. Likewise the sound effects are very convincing, be it the echo of footsteps down a corridor, the rumble of distant laughter or the creak of a door. Although the puzzle elements are certainly taxing on the brain they're not so obscure as to prevent progress at a fairly even pace, and the size of *Alone in the Dark* means that it's not going to be a five minute wonder (a memory card is recommended). OK, so *Resident Evil* is going to make it look second best, but as far as RPGs go, Alone in the Dark offers some truly illuminating moments.

ROB BRIGHT

SCORES



GRAPHICS 86
Spectacular backdrops - if a little dated in style. A bit pixelly close up.

ANIMATION 78
Fluid movement with nice character expressions.

MUSIC 76
Eerie and atmospheric. Just what the doctor ordered.

SOUND EFFECTS 84
Accurate and effective. Top stuff.

GAMEPLAY 80
Thoroughly absorbing and extremely tough.

VALUE 83
If you don't mind straining your brain, you'll love it.

OVERALL
This is a solid RPG with a gripping storyline and a complicated yet rewarding mystery to solve. Worth investigating.



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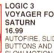
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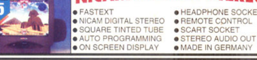
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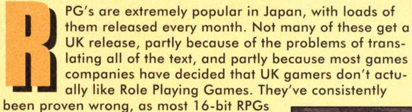
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MYSTARIA



RPG's are extremely popular in Japan, with loads of them released every month. Not many of these get a UK release, partly because of the problems of translating all of the text, and partly because most games companies have decided that UK gamers don't actually like Role Playing Games. They've consistently been proven wrong, as most 16-bit RPGs have sold really well, and some of the most popular Sega-released games on the Mega Drive were those in the *Shining Force* series. *Mystaria* on the Saturn is very similar to these games, meaning that it'll no doubt sell to all Saturn-owning RPG fans no matter how good it is. Being the best Saturn RPG so far isn't exactly tough, what with only *Virtual Hydlide* as competition but *Mystaria* is, in fact, a very impressive game as well.





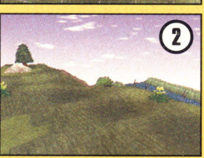


HARDCORE THREEDEE ENVIRONS

Being a three-dimensional game, Mystaria is viewed from almost any angle.



This is the regular overhead playing view, where it's easy enough to see what's going on in battles. Grids appear on the floor during fights, enabling the player to see the contours and to judge distances easily.



This view is handy for checking the scenery before a fight. The "camera" switches to inside the head of the lead adventurer, enabling the player to look at the surrounding area from a realistic perspective.



Once a punch or spell is thrown in battle, the view switches to just behind the attacker. This gives a clear idea of what's happening, and lets players see the new special attacks that are learned throughout the game.



MEET THE TEAM

Always a nice feature, the character naming is present in *Mystaria*. It's always more fun to control a band of your friends rather than a load of stupidly-named fairies. Here's the CVG warriors on the quest for the magic wooden console – "Karrakos" – which can produce fantastic 3D graphics with no dodgy clipping, and doesn't need plugging in (according to Tom C).

PAUL (1) - Lions, tigers, bears, oh my! Cowardly Lion Paul is a strong warrior who, despite being really stupid, is totally vicious with his mystical spear of Thrantos. To balance him out he's rubbish at magic.

TOMMY G (2) - Little Tom G may look weedy in his pink dress of Sindyos... and he is too. Until he learns any really awesome spells he spends his time at the back of the pack, casting "heal" spells on Paul when he gets beaten up.

ED (3) - The leader of the group, Ed is a master swordsman and born leader. He can use his magical sword to perform fantastic lightning moves and always fronts the team in battles. He's handsome too.

TOMMY C (4)- Tom's an aged archer, armed with a magical bow and arrow, carved by halflings from a withered crab apple tree. He may look like a mad old tramp but he's particularly useful, as he's got a long and accurate firing range.

JAIME (5)- Jaime's a ninja who sided with the CVG clan when his previous master, the evil Lord Bane, killed his own troops with a large fireball at the start of the game. Jaime can throw the lightning shurikens of Borgros, and attack with his spear.

TREA (6)- Trea was also one of Lord Bane's cronies but quit for the same reason as Jaime. She's actually a special type of tiny fairy with magical powers given to her by the druids of Aknarathrogos as well as some really deadly attacks.



SCRAP, SCRAP, SCRAP!

The battle system in *Mystaria* is the part which will bring the most comparisons to the *Shining Force* games. Firstly, a character is selected by moving the highlighting box onto him/her. Once chosen, a number of squares on the grid are lit-up showing where it is possible to walk – depending on the character and items carried. Once the character has moved into position, a form of attack is selected. Each attack has a different range with the magic attacks generally reaching the furthest. The box is used to select an enemy to attack. The view switches, and the attacker swipes, hits, or throws his/her enemy. The Saturn then calculates whether or not the enemy is hit or missed, and how much damage is caused in the process.



Here we see Prince Ed selecting an enemy and launching the deadly fireball of Kronos.











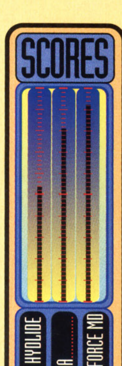
VERDICT

SATURN

Even though I used to play the old D&D games, I've never really got into any of the console RPGs. This is mainly because the fighting is always too long-winded and slow. Sadly, *Mystaria* is very similar to the *Shining Force* games, and so suffers from the same problem. The actual game has excellent graphics for an RPG, and the standard "save the kingdom from the evil wizard" plot is as good as ever. Problem is *Mystaria* is just too similar to other RPGs to make it anything particularly special. Still, it's an impressive adventure that'll last a long time, and will no doubt please the fans who are drooling for a game like this.

ED LOMAS

SCORES



GRAPHICS 84
Detailed 3D scenery and well-rendered characters.

ANIMATION 78
The character movement and landscape scrolling is jerky.

MUSIC 75
The usual fanfares and atmosphric 'toytown' music.

SOUND EFFECTS 85
Some really cool beat-'em-up hit noises.

GAMEPLAY 81
Slightly tedious fights but engrossing nevertheless.

VALUE 82
A long-lasting adventure with loads to do all the time.

OVERALL
An impressive, but not entirely original RPG which the usual band of fans will adore. For everyone else, it's perhaps not exciting enough to get hooked.

81

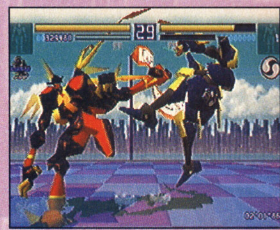
PLAYSTATION
FIGHTING
ZOOM
£44.99
OUT FEBRUARY
1-2 PLAYERS
PC CD-ROM VERSION PLANNED
NO OTHER VERSION AVAILABLE

PlayStation owners keen for revenge after last month's VF2 celebrations could find they don't have to look very far...

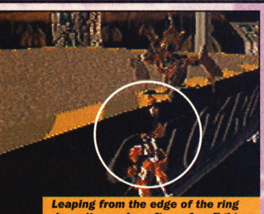
CVG HIT!

ZERO DIVIDE

Even after acknowledging *Tekken*'s alternative approach, *Zero Divide* is PlayStation's first real answer to AM2's genius *Virtua Fighter* series. But this out-of-nowhere fighting game is more than just an imitation – it's original too. While it borrows the *VF* control method, it introduces concepts that hitherto haven't been witnessed in a home fighter. The game has incredibly slick visuals, and some kicking techno soundtracks. *Zero Divide* certainly has style. But it's the performance that counts, and this aspect is placed under scrutiny by the CVG master-brain. Neurons to analytical, let the operation commence...







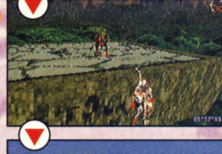
Leaping from the edge of the ring doesn't surprise after a few fights.



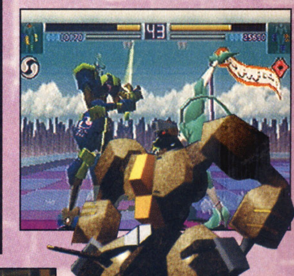


BACK FROM THE BRINK

The majority of 3D fighting games involve a Ring Out strategy of sorts. And the majority of players feel pretty hard done to when on the wrong end of this rule. *Zero Divide* solves this by allowing droids to clutch the ringside, should they accidentally step out of the combat area. Contrary to what we said last month, we've found there is a limit to how long a droid can stay down, so it's not quite the tactical ploy we had imagined. Still, there's scope for luring opponents off the edge, as well as coming back with an almighty spring kick if their intelligence is low. An element that definitely adds to the game.















TELL IT LIKE IT IS

We've heard some irritating voices in our time, but XTAL – the tournament's resident commentator – makes an afternoon listening to special offers down the market seem appealing. XTAL is the entity responsible for staging the whole tournament, and his appearance is kept secret until players are skilled enough to beat the game in hard mode. As it turns out, XTAL looks like a brain, with googly eyes and spider's legs. To give the mutant credit, he at least makes timely remarks, that take their cue from specific on-screen events. For example XTAL commends fighters on their use of a "Great Counter", and says "Hey, your unit's gone" when, in fact, it has. Novel though this feature is, we suspect that most players will want to shut XTAL the heck up. So it's nice to know this is possible from the options screen.







YOU'RE SO TRANSPARENT

The PlayStation's finesse with transparencies is extremely well-represented in *Zero Divide*. It's noticeable in the superb location backgrounds, but more functional on the droids themselves. During the course of a battle, droids sustain damage which is made obvious by sections, or 'units', becoming transparent. Unlike Sega's *Fighting Vipers* coin-op, the damaged areas do not suffer any extra pain if targeted. In fact there is an option to switch this graphical effect off. However battle damage looks so impressive, we recommend everyone leave it on.







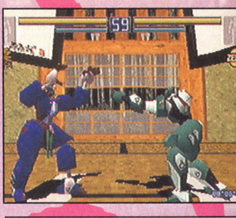




THE HIDDEN

Part of what makes the classic games so great is the number of hidden extras they contain, and *Zero Divide* has them in spades! To begin with there are 16 different colours to choose from, rewarded after completing the game with every fighter; half of which have completely different textures mapped onto them for that extra custom appeal. Zulu, the boss encountered after making it through the game the first time around, is available as a playable character. Complete the game with him and there's still more secret characters available to discover. Last month we showed you how *Phalanx* – a Super Famicom shoot 'em up – is accessed, and we've since learned there is a special surprise in store for players who sit through 200 hours of total game time. With *Zero Divide*, a Memory Card is essential!















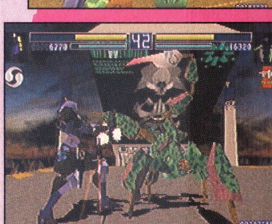


HYBRID



First thing you need to know about *Zero Divide* is how the control method is identical to *Virtua Fighter*. Having said that, developers Zoom work the idea very well indeed. For example the juggling techniques – where characters are hit several times before hitting the ground – are optimised, with spectacular results. Certain special moves, known as Interrupts, cancel others out in a far more dramatic way than in the original *VF*. And despite the characters looking so weird, they are fairly well-balanced overall. If you've always had a problem with the way *Tekken* handles 3D fighting control, *Zero Divide* is much closer to what you know.













SECOND OPINION

PLAYSTATION

The first thing I should point out is that this is Paul's review and we've left the scores as he put them. Though I reckon that *ZD* is a surprisingly good game, I don't think it's quite as good as Paul is making out. The simple controls mean that anyone can play it but the mass of combos and secret techniques can only be accessed with some hard playing sessions, so it's going to last those who get into it for ages. There are some excellent new ideas – like hanging on to the edge of the arena – but there's something about the feel that isn't quite right. There's a slight time-lag between the combos being inputted and being pulled off, though this can easily be overlooked as it was just noticeable in *VF* and *Tekken*. The graphics are undeniably impressive but occasionally become cluttered and awkward and XTAL's commentary is plainly distressing. As Paul says, beat-'em-up fans will get loads out of it but most regular gamers will feel that it's nothing special.

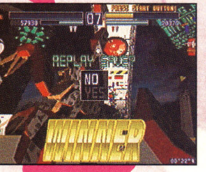
ED LOMUNG

I SAID WATCH IT SO(N)NY!

Exactly when did your opponent's chest plater burst apart? Or where did you first master Zero's 9-hit combo? To help you remember, there's a replay feature in *Zero Divide*. And it's the most thorough replay feature we've seen anywhere! In it you can view the replays from one of four angles, the best of which is termed 'Free', meaning that the virtual camera views the fight however players wish: zooming in and out, panning left or right, and taking a high or low angle. Especially impressive bouts are saved on memory card. This way the most spectacular battles are recorded for posterity. And if you're worried about some idiot wiping over your showmanship with some laughable circus routine, there's a Data Lock facility, which hands out a simple code for players to access. Very cool.















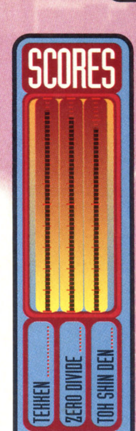
VERDICT

PLAYSTATION

When *Zero Divide* became available on import some months back, it was lost in the hype surrounding *Tekken*. Now it has proven to be on par with the original *Virtua Fighter* – in some ways even better – and offers serious competition for Namco's game. By and large Tekken has been overrated; used as an icon to symbolise the excitement of new hardware. If that's all we're about, well *Zero Divide* is a better symbol all round: better looking, and more hip for sounds. Where it matters, *Zero Divide*'s only real problem is it borrows too heavily from *Virtua Fighter*'s methods – which is more of a compliment than anything else. By its own merits, *Zero Divide* introduces some cool new ideas through some of the best presentation around. It's more intuitive than *Tekken*, although arguably less complex, and practically makes *Toh Shin Den*'s flash veneer obsolete. You definitely won't feel let down if you choose this over *Tekken*, which ought to be recommendation enough for anybody.

PAUL DAVIES

SCORES



GRAPHICS 94
Ingenious. Superb 3D modelling of droids, and amazing locations.

ANIMATION 93
Fluid, and perfectly in sync. Characters have great personality.

MUSIC 91
The sounds coming off this CD are brill.

SOUND EFFECTS 86
Don't play such a major role. XTAL is a nuisance.

GAMEPLAY 91
Intelligent, with great rewards. But not entirely original.

VALUE 89
Non fight fans won't see the use of ZD. Otherwise it's a find.

OVERALL
It's hard to find any reasons not to recommend such a stunning, finely-tuned game as this. If only the control system were innovative.

91

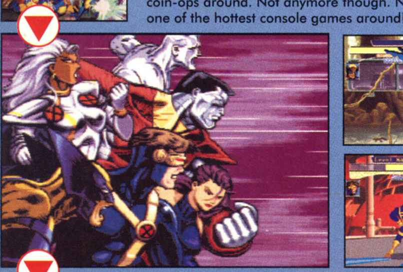


Because YOU demanded it – the World's greatest mutant superteam in the fight you thought you'd never see! X-Man against X-Man! And the winner must face... the menace of MAGNETO!!

X-MEN CHILDREN OF THE ATOM

That's how they'd put it if this story ever appeared in the comics, because simply put, *X-Men: Children Of The Atom* is one of the most awesome superhero battle spectaculars ever brought together. All the more so, because you're not just reading it in a comic! When the game appeared in the arcades last year, it brought with it a whole new superhero gaming sensation. The usual formula of soldier-filled *Shinobi*-style platform levels was gone, replaced by exactly the kind of superhero game you've always wanted. One-on-one superfights with a host of incredible superpowers to unleash, and plenty of scenery to destroy in the process. What better superteam to pick than the uncannily-powered, hot-tempered X-Men? And what better programmers could you hope for than Capcom, bringing their proven *Streetfighter 2* gameplay with them? Last year, it was one of the hottest coin-ops around. Not anymore though. Now it's one of the hottest console games around!























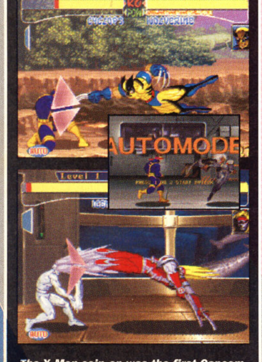
300 92 Level 1
SILVER SAMURAI PSYLOCKE
500 53 Level 1
OMEGA RED PSYLOCKE
Level 1 99
ICEMAN MAGNETO
ROUND 1
Level 1 85 1000
COLOSSUS COLOSSUS
60900 06 0
CYCLOPS OMEGA RED
BONUS
VITAL 40000
TIME
96 Level
SENTINEL SENTINEL
500 53 Level 1
SENTINEL
K.O.
K.O.
47 Level 1
Level 1 90
SENTINEL JUGGERNAUT
GOOD!

INTRODUCING THOSE UNCANNY X-FOLK IN FULL!

Okay. So you've got the X-Men to star in your beat 'em up! But WHICH X-Men do you have? Getting the right mix of super-beings was crucial to this game's success, but as you'd expect Capcom have chosen an outstanding selection of super-heroes – and villains – for their X-Men line-up.







The X-Men coin-op was the first Capcom beat 'em up to use the auto-block system since seen in all their fighting games. Optionally turned on during character selection, it appears as a shield when the character is attacked. Perfect for beginners facing experienced players.

WOLVERINE

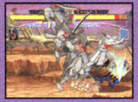
It wouldn't be an X-Men game without him! In the comics, the diminutive Canadian is portrayed as a super-fast, lethally-clawed maniac. And that's how he's portrayed in the game too! In the hands of an expert he's virtually unstoppable. In fact, in the hands of beginner he's virtually unstoppable!





SILVER SAMURAI

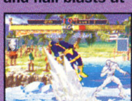
He's a samurai, he's silver and he's a supervillain. As you'd expect from a Japanese warlord, Silver Samurai's main weapon is his large katana sword, which he embues with fiery electrical energy. And you should see the size of his shuriken! A difficult character to play, but a deadly one.

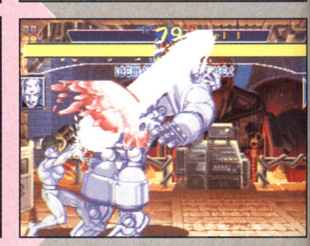




ICEMAN

Most people will remember this guy from the old 'Spiderman And His Amazing Friends' cartoons. Iceman's powers are shown off to full effect here, with icebeams and hail blasts at his disposal. And the ease at which he can drop an asteroid-sized ice-ball on his opponents is chilling!





STORM

Possessing no less power than the ability to control the weather, Storm is a formidable superbeing. At the lower end of her skills she can ensnare her opponents within tornadoes, with her maximum power drawing down forks of lightning upon them. And you thought the weather was boring!



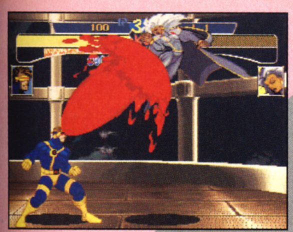


OMEGA RED

One of the X-Men's most fearsome opponents is this thawed-out Russian super-soldier. Possessing indestructible telescopic coils, Omega Red uses them to devastating effecting, wrapping them around his opponents, swinging them around the level and whipping them into the next life.







CYCLOPS

If looks could kill! The co-leader of the X-Men possesses lethal eye-beam energy rays of such strength he needs special ruby-quartz goggles just to contain their uncontrollable output. This power alone makes Cyclops one of the most powerful X-Men.



SENTINEL

Created to hunt down mutants, the Sentinels are best described as big. And awesome, horrifying, formidable and armed to the teeth! The Sentinel might hardly be able to move (except when flying), but it doesn't need to. Virtually every move is a deadly special!

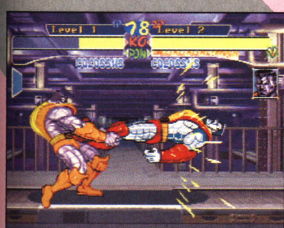




PSYLOCKE

Half-psychic, half-ninja, full-bodied! Psylocke has a few mental attacks to her name, however it's only when combined with her martial arts that her full strength is unleashed. When she manifests multiple images of herself using her Hyper-X power, she's at her deadliest!

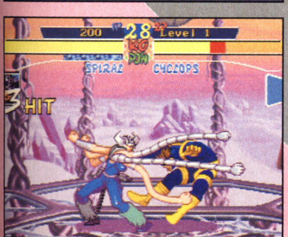




COLOSSUS

Zangief can't hope to match this fellow Russian wrestler, not unless he too can transform his flesh into an indestructible steel shell! Slow and unwieldy, but once he's got a grip on his foe his attacks are devastating. His piledrivers are enough to shatter the floor!





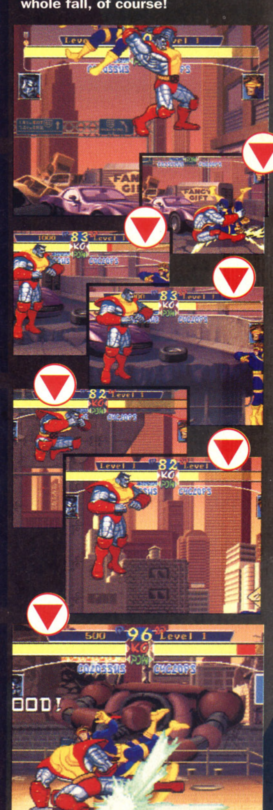
SPIRAL

Created to battle the X-Men purely for the amusement of the spectators of Mojo World, Spiral is one of the game's weirdest characters – to look at and to play! Possessing six arms, she has the potential for some stunning combinations, even with just one punch!



MASS DESTRUCTION!

Citywide devastation caused by superpowered battles is commonplace in Marvel comics. So much so in fact, that Marvel even produced a comic called Damage Control that dealt solely with moping up after New York's superheroes. Following in the vandalistic tradition, *X-Men* features property damage on a scale unseen in any previous beat 'em up. Most of the levels are actually many storeys tall, allowing for floors to collapse from the stress of the epic battles, sending the super-combatants plunging to lower levels – whilst fighting throughout the whole fall, of course!



THE X-FACTOR!

Devastating special attacks are the least you'd expect from a fighting game packed with superpowered beings. So, how do the X-Men get their real kicks? Well mutant-lovers, that comes from the Hyper-X attack! By hitting your opponent or pulling off special moves, you can charge up your Mutant Power Meter. Depending on your chosen X-Man, you can release various strength Hyper-X attacks, with a full power meter unleashing simply awesome super-special attacks, some of which can clock up 50 hits or more.

One of the most impressive Hyper-X moves is Spiral's, transforming her into every fighter in succession. Even Magneto and Juggernaut!

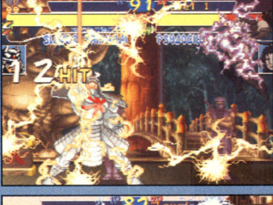




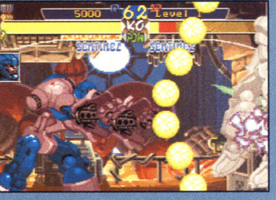










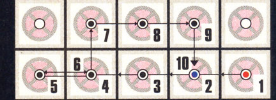




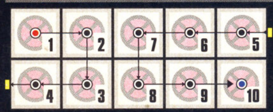








PLAYER 2



On the character select screen, follow the path shown, depending on which player you are. Start at the red dor and end at the blue, pausing over each character for two seconds. On the last character, press A, Z and C EXACTLY together. Get and right and you're Akuma!

AKUMA IS IN THERE!

As with the coin-op (and virtually every Capcom beat 'em up made in recent times), Akuma, the extra boss character from *Super Streetfighter 2 Turbo*, is hidden in the game. He's faster and even more lethal than any of the other fighters – just about all his moves can be stringed together into lethal combos! Here's how to get him – on both joypads – for incredible head-to-head Akuma combat!



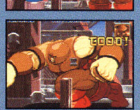


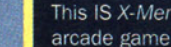
WE'VE BEEN EXPECTING YOU...

Waiting at the end of the game are the two boss characters, the unstoppable Juggernaut and the X-Men's arch-enemy, Magneto! In the coin-op, they are nothing more than boss characters. However, in the Saturn conversion there's a cheat allowing you to play as them! Capcom claim it's quite an easy cheat to discover, although we've yet to uncover it. Nonetheless, here's some pictures of Professor X's gigantic half-brother and the Master of Magnetism, in action!



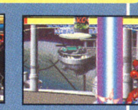
















SECOND OPINION

SATURN

This IS *X-Men* the arcade game. And *X-Men* the arcade game is an awesome experience. Players in a hurry to abandon sprite-based fighting games had better get a grip, before incredible titles like this start passing you by. Just look at the incredible action sequences displayed on these pages. Does this look old fashioned? Boring? Waste of time? Not at all. Capcom are the all-time masters of the fighting game, and *X-Men* is the perfect joing of forces – Marvel's uncanny characters, combined with Capcom's tremendous sense of dynamism. The combo potential is unbelievable. Of course some frames of animation have been sacrificed for the greater good. But when it's this good, why worry!

PAUL DAVIES

VERDICT

SATURN

If you're wondering how this game could possibly be of interest in the aftermath of Sega's awesome Model 2 arcade conversions, you obviously haven't experienced the coin-op. The combination of Capcom's punchy *Street Fighter 2* gameplay with the awesome X-Men under your control, makes it one of the best fighting games you'll ever play. And this Saturn conversion is virtually indistinguishable from the coin-op. The feeling of being involved in a massive Marvel superbattle is perfectly captured. Ludicrously powerful moves, massive fantastical levels to leap around or shatter, all topped off with top-grade music and sound effects. And the fighting action is mentally fast, as you reel off super-attack after super-attack in an attempt to pound your foe into oblivion. It's a titanic experience! So, which one should you get - *VF2* or *X-Men*? I honestly think you should have both. They're drastically different and you'll enjoy owning each of them. If you have to make a desicion though, *VF2* wins. It is the best game ever, after all! Yet more power to the Saturn and a brilliant taste of what we can expect from *Darkstalkers 2* and *Street Fighter Alpha*. And roll on *Marvel Super Heroes*!

TOM GUISE aka QUADCLOPS

SCORES

VIRTUA FIGHTER 2 | X-MEN | GOLDEN AXE

GRAPHICS 94
Perfect Marvel comics look. Dynamic fighters and awesome backdrops!

ANIMATION 94
It doesn't have to be 3D to impress. Super-smooth animation. Incredible!

MUSIC 92
Rocking tunes give the game a quality action cartoon feel.

SOUND EFFECTS 93
Just wait until you hear Colossus ram you through the floor!

GAMEPLAY 96
It's Street Fighter 2 on amphetamines! Awesome gameplay!

VALUE 94
Another essential Saturn title. You have to own it!

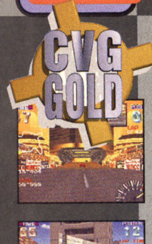
OVERALL
Proof that the Saturn is THE home coin-op machine of the moment! One of the best beat 'em ups in existence!

95

PLAYSTATION
RACING GAME
NAMCO
£IMPORT
OUT NOW
1-2 PLAYERS
NO OTHER VERSION PLANNED
NO OTHER VERSION AVAILABLE

What's to stop Sega Rally riding roughshod over every PlayStation racer this year? The next six pages ought to give you some idea...

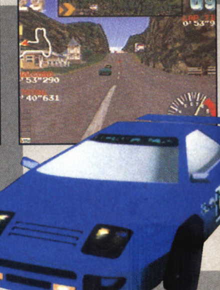
RIDGE RACER

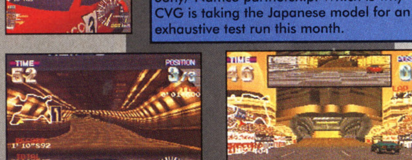


It's been almost three years since *Ridge Racer* first appeared in the arcades. THREE YEARS! And still people talk about it like it's hot property. Why? Because Namco created an arcade classic, that's why. And all arcade classics deserve a sequel or... lessee now... three: *Ridge Racer 2, Rave Racer*, and now *Ridge Racer Revolution*. What's so special about the last one is that it has been written especially for PlayStation, by the programmers of the arcade original. We're talking people who know quite a lot about what they're doing here!

Though *Revolution* isn't due on these shores for some months from now, this is one heck of an important game for the Sony/ Namco partnership. Which is why CVG is taking the Japanese model for an exhaustive test run this month.











REVOLUTION ANTHEMS

Fans of the Bee Gees, and possibly even Kenny Rogers are in for a treat with *Ridge Racer Revolution*, now that the music is geared toward Middle of the Road tastes. And if you believe that, you'd believe that Tom Guise is awake at 4:30 AM each day, helping elderly birds catch the first worms. Truth is *Revolution* incorporates remixes of classic *Ridge Racer* themes such as "Rare Hero" and "Rotterdam Nation", alongside magnificent new grooves titled "Maximum Zone" and "Drive U 2 Dancing". As ever, the music is enough to fry your brain, without so much as laying a finger on the control pad!



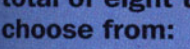
REVOLUTION

FROM ONE CLASSIC TO ANOTHER

This word 'classic' is thrown about without too much care, but in Namco's case it usually applies – in the arcade at any rate. Another of the company's best known oldies is used to pass the loading time of *Revolution*. This time around it's a bonus stage from *Galaga 88*, in which exactly 40 alien ships dance past a fancy-looking laser cannon. Bullseye them all four extra cars are made available to race, giving players a total of eight to choose from:







STANDARD

1. F/A RACING
2. RT RYUKYU
3. RT YELLOW SOLVALOU
4. RT BLUE SOLVALOU
5. RT XEVIOUS GREEN
6. GALAGA RT CARROT
7. RT XEVIOUS RED
8. RT NEBULASRAY
9. RT BOSCONIAN
10. GALAGA RT PRID'S
11. BLUE MAPPY
12. PINK MAPPY



















HIDDEN

The cars below are (reading clockwise): 13th Racing Kid, 13th Racing, and Angel. We have Dave from Maximum magazine to thank for trashing the Angel. Er, we didn't have time.







CHECK YOUR EYEBROWS

One cool feature of *Revolution*, sure to raise a grumble from the Sega corner, is the Rear View Mirror. However it's more than just a decorative extra, as without it drivers are short of a crucial winning tool. On many occasions it's necessary to block the efforts of the car behind, or risk being knocked out of line. Taking corners as close to the knuckle as possible is very important too, so someone sneaking through on the inside is the last thing a driver needs. Plus cutting across a rival's line to steal a split-second victory is another key tactic on the tougher difficulties.





ENTHUSIASTIC OR PSYCHIATRIC?

Revolution features more speech than any of its predecessors. Now the commentary runs to around twice as many phrases as before, so it seems that drivers are being prompted, praised, or mocked almost without respite. The mystery voice now says "Get ready to block", when cars approach from behind. Questions "Taking your time aren't you! What's wrong, engine trouble?", if the car remains stationary for too long. And "Ha-ah! Ha-ah! You're too slow" to indicate that you're behind time at specific points. Slightly weird is the term "Locked on target", as though cars are equipped with missiles some hope!

REFLECTING ON YOUR FAST LIFE

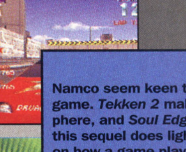
At this stage in the review, we invite you to look back – in time to the original *Ridge Racer*, which may prompt you into remembering a cool cheat in that game. Any ideas? No? Well, we're talking about the Mirror Mode here. The trick which allows drivers to turn right around at the beginning of a race, and power headlong into the barrier ahead without sustaining any damage. Why? Well because doing so opens up a complete mirror image of the circuit to race around – a trick that works on all circuits, whether regular or extra. To give you some idea of how this affects the game, take a look at the Heihatchi hoarding to the right here...





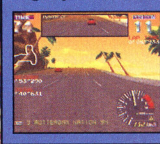






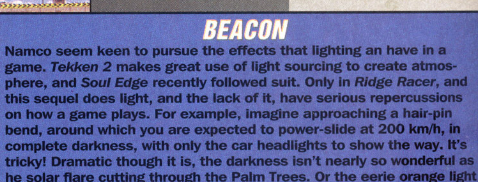
BEACON

Namco seem keen to pursue the effects that lighting an have in a game. *Tekken 2* makes great use of light sourcing to create atmosphere, and *Soul Edge* recently followed suit. Only in *Ridge Racer*, and this sequel does light, and the lack of it, have serious repercussions on how a game plays. For example, imagine approaching a hair-pin bend, around which you are expected to power-slide at 200 km/h, in complete darkness, with only the car headlights to show the way. It's tricky! Dramatic though it is, the darkness isn't nearly so wonderful as he solar flare cutting through the Palm Trees. Or the eerie orange light cast over a lighthouse by sunset. For a racing game, *Revolution* goes a long way to showcasing the PlayStation's special effects library.





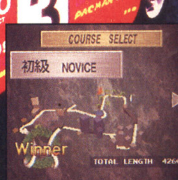










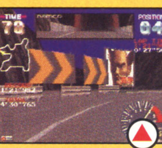


PLAINS, TRAINS, AND HEIHATCHI HOARDINGS

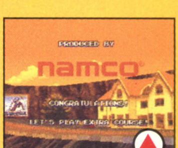
In case you hadn't guessed from the screen-shots, the majority of action in *Revolution* takes place on a whole new island. The circuit passes through a strange blend of modern Japan, the Bahamas, and future city. Each locale has its own distinguishing features, for example the monorail which passes overhead is identical to the one found at Narita airport in Tokyo. There are also aeroplanes seen performing aerobatics at some points. Often the sounds match the visuals for finesse, as expressed by the roar of the sea near the beach, or thunder of jets from above. Of course the helicopter remains cool in both aspects – sight, and sound.



Phwaor! That helicopter is totally excellent! You wouldn't believe the crazy places it shows up. Wah!



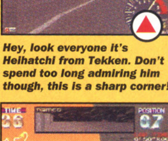
Hey, look everyone it's Heihatchi from Tekken. Don't spend too long admiring him though, this is a sharp corner!



What's the Waltons' house doing in this game? Never mind that though, there's a billboard for Alpine Racer.



Future city, we think. And that cool helicopter again. And that girl with the stiff-legged walk.



As you hurtle around this hooded corner, you get to see and hear the helicopter buzzing overhead.



Mud huts. Swarming with cannibals no doubt. Don't stop to admire the view, or you could get eaten!









THE DEVIL RIDES OUT...AGAIN!

Look who's back! The sinister black car with the unbeatable performance once again throws down the gauntlet to all those capable to meet the challenge. By this he means anyone skilled enough to achieve first place in the Novice, Advanced, and Expert courses. Prove your worth, and the 13th Racer awaits on the Novice Time Trial course – where previously there was just the yellow Solvalou to overcome. Beat 13th Racer and he, once more, offers drivers the daring opportunity to take the phantom wheel!

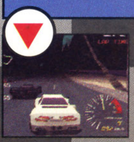




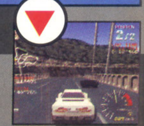


FRESH CREAM

13th Racer isn't the only super car lurking inside *Revolution*. It has two partners – a cream-coloured 'Angel' car, and a more compact black car named 13th Racer Kid. To the best of our knowledge there are no secret rewards in store for players who complete the game using either of these cars. However nobody has yet succeeded in the hardest, 'Excellent', difficulty level to find out. We'll keep you posted – if our nerves hold up!



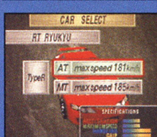


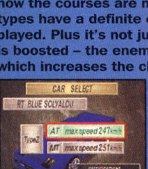


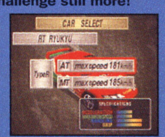
WAVE GOODBYE TO ANOTHER YEAR!

Despite having only one course, *Ridge Racer* offers extended challenge because of the secrets it contains. You already know how *Revolution* has that particular area well catered for, but we'd like to draw your attention to the fact that *Ridge Racer* only has one difficulty setting. In *Revolution* there are four! After selecting a car to race, players are requested to choose the engine type. Initially there are just two – S, and R – which attain top speeds of 160km/h and 180 km/h respectively. After completing the game once over, a further two engine types become available – X, and Z – that achieve 200km/h and 220 km/h respectively. As the speed of a car dictates how the courses are managed, these four engine types have a definite effect on how the game is played. Plus it's not just the speed of your car that is boosted – the enemy cars are customised too, which increases the challenge still more!

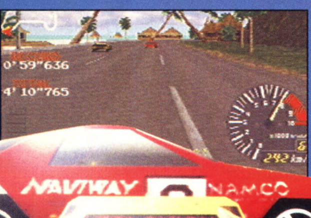


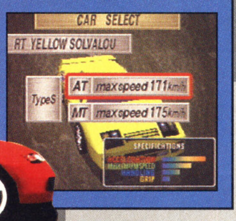












VERDICT

PLAYSTATION

It's more of the same, but since it's so much more, and the original remains fantastic to this day, I'm hardly disappointed. Still I've mixed feelings toward *Revolution*. On the one hand I can't believe the sheer volume of features it contains, and am constantly left awestruck by the brilliance of the presentation. Equally I'm floored by the intense gameplay, that is at least a 300% improvement over the original – talk about extreme concentration! The point against *Revolution* is that we haven't been introduced to something entirely new. While I am dedicated to beat the game in an almost hypnotic state, there's nowhere near the same elation felt at spying the secret cars, or happening across the circuits in mirror mode. There's no magic, it's just a cold kind of satisfaction – not red hot and essential as before. Of course I recommend this amazing game, wholeheartedly. Just remember there's an element of been there before attached.

PAUL DAVIES





TWICE THE GAME AND DOUBLE THE ACTION!

We use this word a lot, you'll find, but the two-player angle on *Ridge Racer Revolution* really is INCREDIBLE! Not only does it make excellent use of the link cable, but the two-player link game recalls the entire race course from the first *Ridge Racer* game. Far more than just an open road on which to do battle with one other player, the original circuit is available to race with all 12 cars should you wish. If you're fortunate enough to take advantage of this feature, we guarantee you'll be massively impressed. Plus, we're almost certain that a cheat exists which allows players to compete on this course in one-player mode too.

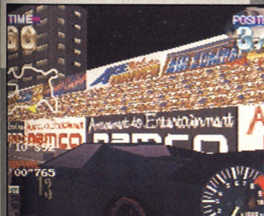










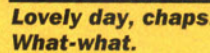


GIVING YOU THE TIME OF DAY

Once you've gained first position in all six circuits (regular and extra) an enlightening experience awaits. It's a darkening one too. And may even have a sort of middle of the day type feel to it. Okay, we'll stop talking in riddles. When you totally complete the game, an option to change the lighting becomes available. Before a race, and before even selecting a car or race course, you are asked to select a scene: Normal changes during a race. Noon keeps everything looking crystal clear and well lit. Evening casts that ethereal yellow glaze over everything, and Nights throws everywhere into total darkness.







Lovely day, chaps. What-what.



I say, hark at that positively glorious sunset. Simper.



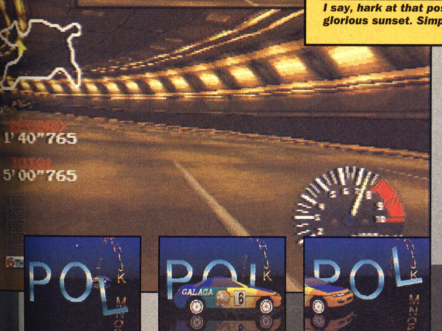
Dash! It's a trifle dark around these parts. One could get lost!

SECOND OPINION

PLAYSTATION

Most of the PlayStation titles we've seen over the last couple of months have left me distinctly unimpressed. Then *Ridge Racer Revolution* comes along and brings back the kind of electrified excitement I felt when the PlayStation first arrived at the end of 1995. The game is incredible! Yes, it is basically *Ridge Racer* with an all-new track, but the fresh challenges it presents make it one of the most thrilling games I've played. As before, beating the new course in all its forms and gaining all the new cars gives the game that killer addiction that has you wanting to totally beat it. This is definitely a game for *Ridge Racer* fans. If you've beaten the first game, you know how exhilarating it was - and you must have been craving more of the same. Well, here it is in spades. A brilliant extension of the *Ridge Racer* experience!

TOM GUISE



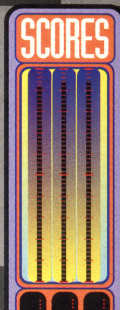
THIRD OPINION

PLAYSTATION

Unlike Tom and Paul, the original *Ridge Racer* passed straight over my head. I found the weird car handling frustrating and unrealistic so I just didn't want to play it. However, I've recently been playing the game quite a bit and think it's fantastic! Exactly the same applies to *RRR*. Though the car handling isn't particularly realistic or instantly accessible, with time it can be mastered along with the track(s), making for an incredible game. Personally, I slightly prefer the slidey car handling of *Sega Rally* but this game still deserves every percent it's got, and should be bought by every PS owner. It's the first PlayStation game since *Wipeout* that I've really wanted to buy. – And I will.

ED LOMAS

SCORES



GRAPHICS 96
Once more Namco have produced a showcase of the PlayStation's ability.

ANIMATION 94
Fast, fast, FAST! So up and down it'll make you car sick. Brilliant!

MUSIC 93
Hard-core, bangin', techno choons. WICKED, GUY!!!

SOUND EFFECTS 93
Engine sounds like a siren blowing. Speech is excellent. Mad!

GAMEPLAY 92
So-oo intense! When racing the faster cars, you almost explode!

VALUE 94
So many extras. Plus it's a mark of cool to master this game.

OVERALL
Everything Ridge Racer maniacs could have wanted from a sequel, especially in terms of challenge. Might not convince Sunday Drivers though.

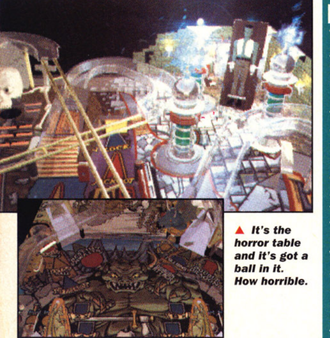
95



PC CD-ROM
PINBALL
VIRGIN
£29.99
OUT NOW
1-4 PLAYER
SATURN VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

In the old days you had to go to the pub to play pinball. Not anymore though, this is the future. So take a beer pill, switch on your android mates and enjoy Tilt.

It is widely rumoured that the development team who worked on *Tilt* spent many hours visiting the shady corners of public houses across the country in order to produce the most realistic pinball simulation possible. If you ask me, that sounds like a pretty lousy excuse for submitting a somewhat dubious expenses claim "in the pursuit of accuracy". Whatever the reason, it seems to have paid off as *Tilt* is certainly one of the most realistic simulations of a pinball table we've seen so far. But then it would have to be, because it's up against some ridiculously stiff competition at the moment – there's Empire's *Pro Pinball*, Ocean's *True Pinball* and 21st Century's *Pinball Fantasies*, to name but a few. So how does *Tilt* match up in the ensuing pinball war? It's got the looks, it's got the realism, and it's got a massive six tables for you to flip away at, but can it 'tilt' the scales in its favour? Ho ho.



▲ *It's the horror table and it's got a ball in it. How horrible.*

LOOKIN' GOOD

The most impressive part of the game are the awesome graphics. Genuine, you've-played -'em-yourself pinball machines have been painstakingly recreated, with effective use of reflective and transparent surfaces. Even the rivets and welding marks are exactly as they were on the original machines. In order to achieve this, the programming team dismantled several pinball tables, and measured all the mechanical gubbins inside.
This has all been put together with an engine that allows free-flowing movement of the balls, which react naturally with the springs and buffers they encounter.
The side-games and cut-scenes add an interesting dimension to *Tilt*, but players will have to exhibit some pretty skillful flipper work to experience these - just as you do with the real thing.

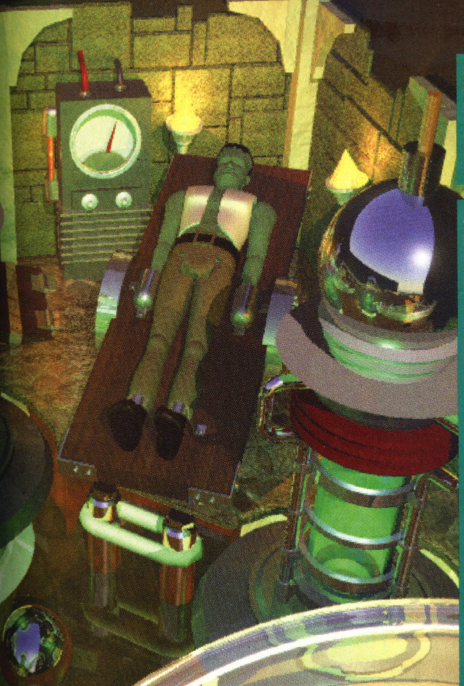


▲ *Looks like Tom Guise is having his daily lie-in, much to the disgust of the evil art master.*









ANDROID FRIENDS ACTIVATED!

Play *Tilt* on your own, or with up to three other players. Be careful who you invite around though, or your shift keys will never be the same again (We're speaking from experience here).

A NEW PERSPECTIVE ON PINBALL

Tilt offers three different views for your game. 2D scrolling, 3D scrolling or 3D full table. The scrolling views offer a player's eye perspective of the ball as it ricochets off the many obstacles littered around the tables, but it can be a very disorienting way to play the game.
Players can also fully customise the graphics depending on the capacity of their PC, to maximise the running speed of the game or go for the highest possible resolution.



▲ *Roadking, the brilliant Proclaimers song. Oh no, that's King of the Road.*

SIX OF THE BEST

There's an impressive six tables to choose from, all with their own theme. Horror, Myths & Magic, Space Quest, Fun Fair, Gangster and Roadking USA. All the tables offer a variety of different side-games and specials, and appropriate sound tracks have been laid over to add further atmosphere.



FUNFAIR



GANGSTER



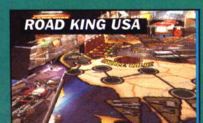
MYTHS & MAGIC



HORROR



SPACE QUEST



ROAD KING USA

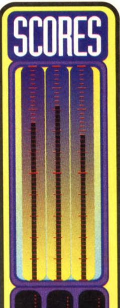
VERDICT

PC CD-ROM

Despite the obvious effort that's gone into *Tilt*, it's still less realistic than Empire's *Pro Pinball*, which has got ball movement down to a fine art. But the option of six tables to play (as opposed to Empire's miserly one) more than makes up for this slight downgrading in performance. Although a nice a touch, I found the scrolling 2D and 3D views made me feel a bit seasick after a while and were soon dropped in favour of the full table 3-D version. Whichever view you prefer, you have to concede that *Tilt* is absolutely stunning, graphically speaking. Annoyingly you have to exit the program to the start up menu to sample the six different tables, which takes time and is more than a little frustrating. The side-games and video sequences add longevity to the play, and the option to choose any one of the six audio tracks on any table was a relief, as one or two of them were really annoying. Overall a great game, but ultimately something you will only want to bash away at for short bursts at a time.

KATE RUSSELL

SCORES





GRAPHICS 88
Impressive 3D-effect rendered graphics.

ANIMATION 85
Smooth animation creates a 3D look from rendered frames.

MUSIC 82
Appropriate - but not exactly inspiring.

SOUND EFFECTS 87
Authentic pinball sounds add to the realism.

GAMEPLAY 85
Well-programmed ball movement and plenty of challenge.

VALUE 84
Six tables provide plenty of pinball amusement.

OVERALL
A graphically excellent, entertaining pinball sim.

84

SATURN
PUZZLE/FEEDING
SEGA
£IMPORT
OUT NOW
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
ARCADE VERSION AVAILABLE

BAKU BAKU ANIMAL

CVG HIT!

It's a puzzle game. It's all about feeding animals. It's been done by AM3. And if you think all that's weird, you'd better take a look at the name.

Baku-baku-baku-baku. Ah, there's nothing quite like the sound of animals eating. And that really is nothing like the sound of animals eating. They go more like snuffle-scrunch-snort-yum, if they're chomping down a trough of oats or the like. Baku baku IS however, the sound little computer animal-heads make when they're eating. And boy is it irritating! The incessant sound of electronic saliva washing down a feast of banana icons. Mind you, it's even more annoying when they're not eating. When you can't feed your monkey-heads the bananas they so crave, because there's a load of carrots in the way. And you can't get the drooling rabbit-head to clean up the carrots because there's a flamin' load of panda-heads blocking the digestive tract. Know the feeling? No? Well you'd better strap on your wipe-clean bib as we take you through *Baku Baku Animal*, an eating game that's less complicated than heartburn and more satisfying than a firm, solid dump.



LESSON 1: THE FOOD CHAIN

Yep, it's a puzzle game in that *Tetris*-style tradition again. Only this time instead of shapes, beads, ghosts, biscuits or whatever, falling down the screen, it's food and animal heads. And the animals eat the food. Except each animal only eats one type of food. And that's how you clear the screen. So first of all, let's get acquainted with the animals and their chosen specialist snack.

You can call me The Ape and I'm quite partial to a banana! Ooh ah ooh!

I'm Scampi the Dog. Give me a bone. Ho ho.

Yeh hi, I'm the Panda and I just love bamboo shoots!



Eek eek, I'm Ed Lomas and I'd like some cheese, if you please.

My name's Mr Bunny and it's carrots for me! Thank you.





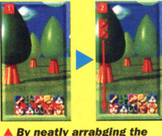
SALAD DRESSING!

If you haven't guessed yet, *Baku Baku* is one weird game. And this is reflected by the bizarre SGI-generated cartoon that leads you into the game. It seems you're after the hand of a princess with hair like green chillis. To win it, you have to play against a host of strange characters, including the king, queen and princess herself. Although the FMV is quite ropey, the characters are beautifully rendered and appear during the game, chuckling if they're winning or sweating if they're losing. In fact all the graphics, including the munching animal-heads, have been impressively rendered on Silicon Graphics workstations.



ONE COLONEL'S COMBO PLATTER PLEASE!

Pleasant as it is feeding your little animal chums, you can't win the game by just shovelling grub down their gullets and clearing the screen. Nope, this is one of those puzzle games where you have to beat an opponent by filling up their side of the screen. And the only way to do that is by causing chain reactions of animal feasting on your side of the screen. In other words, you have to 'strategically' drop the icons, so after one animal has cleared its food, the icons above tumble down to cause another animal to feed. This as it's known in the food industry, as a celebration dinner. And, in fact, the instruction manual suggest a few celebration dinners of ts own.

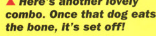






▲ By neatly arrabging the animals as shown above, the carrots can trigger a combo.

▲ Here's another lovely combo. Once that dog eats the bone, it's set off!



All very neat, but in truth it's more like this...



◄ *There's too much stuff on my screen. Cheese, I need some cheese! Or panda-heads! Just give me something!!*

▲ *Some coins have appeared, clearing away some icons! Criminy, everyone's eating. I'm saved!*







▲ *Aw, does Panda want some bamboo shoots? Does he want some shootsies?*



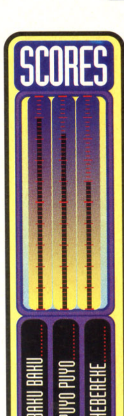
VERDICT

SATURN

So it's a puzzle game where you have to match up animals and food, eh? A novel idea, but not exactly one you'd think would set it apart from any other puzzlers. The truth though, is that *Baku Baku* is a wickedly enjoyable game! It's the wackiness of the whole thing that makes it such fun. From the excellent gamey sounds (*Baku Baku*'s effects are as catchy as those of *Pacman*. No small coincidence when you consider that Baku and Pac are both eating sounds), to the madcap animated animals munching their way around the screen, it's an extremely uplifting experience. I'd say it's this factor that makes Baku more accessible to non-puzzle fans than the more serious *Tetris*, or even *Puyo Puyo*. In the same respect though, *Baku's* gameplay seems more geared to lighter puzzle enjoyment. Although tough against the computer, winning seems to be more a case of blind 'combo' luck than any real skill. Of course, you can plan stunning chain reactions, but most of the time they seem to happen anyway. Nonetheless though, an brilliantly fun game.

TOM GUISE

SCORES



GRAPHICS 88
Colourful, cheery quality look gives the game a postive feel.

ANIMATION 89
Excellent muching animals and the icons even beg for the food.

MUSIC 90
Catchy calypso tunes and musical box numbers for dining to.

SOUND EFFECTS 91
Brilliant video game sounds. Munching, bleeping and screams!

GAMEPLAY 92
Extremely addictive, hyper-active shape-dropping laughs.

VALUE 85
For two-player puzzle munching laughs it's a feast of fun.

OVERALL
The non-thinking person's puzzle game. You CAN play it seriously, but you can't take it seriously!

90

PLAYSTATION
3D SHOOT 'EM UP
SONY
£39.99
19TH JANUARY
1 PLAYER
SATURN VERSION PLANNED
NO OTHER VERSION AVAILABLE

So many games appear to involve beating up Russians, it just doesn't seem fair. Vell now's the chance for pay back, so pronounce V as W, and let's get some wodca down our necks!

KRAZY IVAN

We love the idea behind *Krazy Ivan!* Here you are, you're a mental Russian soldier, suited-up inside a massive metallic monster, armed with the latest in lasers, plasma, and energy weapons, and supplied with all manner of missile and incendiary devices. Sounds good, non? Your task is to travel the globe, dropping in (quite literally) on various crisis situations, and helping out as only you can.

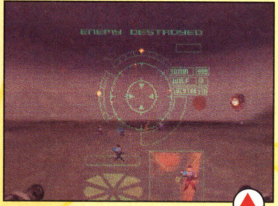
Each location has a number of 'arenas' where you find massive alien monstrosities; either human-based creations or robots-based upon animals. These enormous machines of death are tooled up in a similar fashion to yourself, and are more than happy to while away the hours frying you in your own juices.

As you move through the gloriously 3D-fied landscape, various minor alien enemies do their best to bite chunks out of your shins, but can in fact be of great use, as their demise releases all manner of helpful items such as shield recharges, extra weapons, missile replacements, and even speed-ups.

Between each location you're treated to an awesome-looking cut-scene (although the intro sequence takes all the nominations as far as the 'best presentation' award goes) while a helpful coordinator appears on your screen every now and then, instructing you of your next target or helping with information about known enemy weak spots.

Though you're pretty damn impressive to start with, as you progress through the levels, energy spheres can be collected and used as currency (or should that be current-cy? chortle chuckle) to buy new weapons after each successful mission. New lasers, plasma guns, and additional armour can be purchased, along with more powerful missiles and some incredible special weapons for your tank-on-legs. Of the latter, you can expect massive Vortex Bombs, power beams, and even disrupters (that make the screen go 'all-shakey' just like old episodes of Star Trek when they used to pretend to get hit).

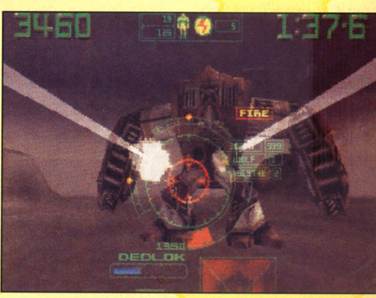
And there you have it — simple but great! Ah, but of course you've yet to see the revealing verdict. Step this way sir.

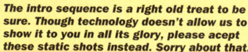


Every enemy destroyed releases a number of hostages which can be collected for extra points. Hurrah!









The intro sequence is a right old treat to be sure. Though technology doesn't allow us to show it to you in all its glory, please acept these static shots instead. Sorry about that.








POWER-UPS



There are a number of helpful icons to be collected along the way. Here's but a few:

1. Rearms your guns (all of them!)
2. Puts you in 'Schizo Mode' where you're invincible, but with (hilariously) reversed controls. Ha.
3. Replenishes your missile stock.
4. Sends you into 'Zombie Mode' where you're invincible, but move slowly.
5. This is the best. 'Energia Mode' gives you invincibility AND extra speed. Awesome!
6. This icon calls in the Air Strike, but keep out of the way as they're not too worried about who they hit.

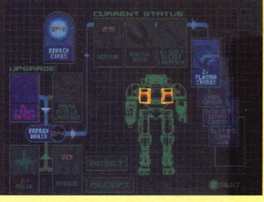








It's not just the big guys you have to worry about — there are tons of smaller gits to be dealt with as well. Unless you need to kill them for the hostages and power-ups inside, just keep moving to avoid these pests.



UPGRADE TIME

After each successful mission, you return to this screen where any collected Energy Cores can be used to buy new weapons, better missiles, more powerful 'specials', or simply to improve your armour. You can only operate with one type of missile and one type of special during a given mission, but can have up to five different gun weapons. These can be cycled through during play.



Once you've cleared a location of its big robots, it's off to the big energy shield. This is all very reminiscent of Tron and Star Castle, so shoot out the shield walls and take out the source. Easy!







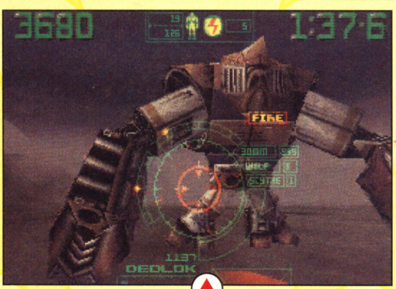




THE BAD GUYS

As previously mentioned, there are tons of nasty geezers to take on, each with their own look and method of attack. Come with us now, as we take a stroll through death valley.

MISSION LOCATION:RUSSIA





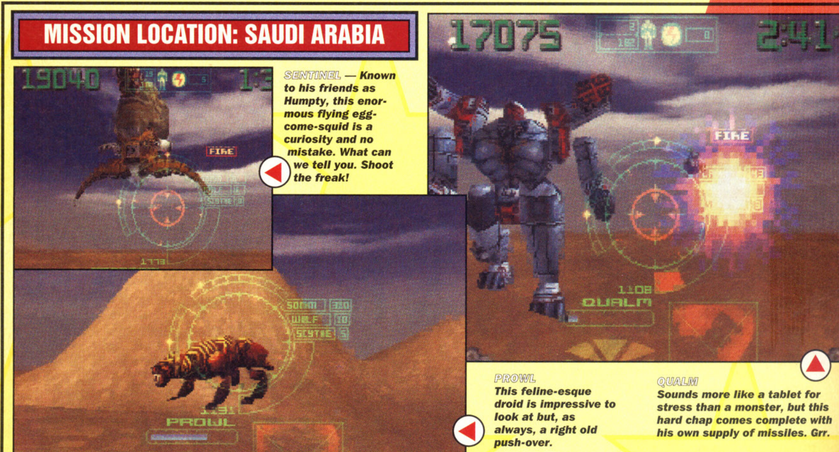


DWARF — With his enormous twin cannons, Dwarf looks absolutely superb. He also has some damn fine animation when moving.

DEDLOK — More of a robot gorilla than anything else, Dedlok supplements his firepower by supporting himself on his arms, lifting his legs in the air, and firing energy bolts from his feet.

RAPTOR — A tricky fella, if only because of his tendency to jump into the air like some demented frog every few seconds. Other than that, unremarkable.

MISSION LOCATION: SAUDI ARABIA

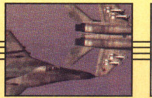


SENTINEL — Known to his friends as Humpty, this enormous flying egg-come-squid is a curiosity and no mistake. What can we tell you. Shoot the freak!

PROWL
This feline-esque droid is impressive to look at but, as always, a right old push-over.

QUALM
Sounds more like a tablet for stress than a monster, but this hard chap comes complete with his own supply of missiles. Grr.



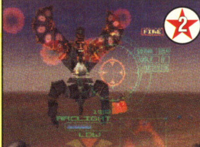


MISSION LOCATION: JAPAN

FLAMEFRONT (1)
The only enemy that has realised the way to success is to constantly side-step. Fortunately, he's still not as good at it as you are!

ARCLIGHT (2)
A beautiful sight to behold, Arclight has huge wings that unfold and spew death in your face. He's not so tough though.





COLOSSUS (3)
Relying on pure bulk, Colossus has a penchant for suddenly running at you with his head down. Er... stepping to the side should sort him out then. Of course.

CLAW (4)
Another very crab-like baddie, but not one to get particularly worried about. Side-stepping tends to do the trick, surprisingly enough,




MISSION LOCATION: NORTH AMERCIA

THUNDERFOOT (1)
Pretty straight-forward this one. He wanders around looking lost most of the time, and apart from occasionally opening his breast plates to lob bombs, is nothing out of the ordinary.

REFLEX (2)
Apart from looking like the probe droid in The Empire Strikes Back, this chap has the habit of splitting into multiple nasties, attacking you from all sides. Thankfully, he's actually quite weak, and no real problem.




FIREBALL (3)
One of the most impressive to look at, and certainly not lacking in the weapons department, Fireball is a tasty geeza. If only he wasn't as weak as my nan's tea!

GRANITE (4)
One of the few baddies that isn't a complete push-over. A bit jellyfish-like, Granite can retract his legs, sit on the floor, and lob out energy bombs. He also packs a fair old punch.




MISSION LOCATION: FRANCE

BEHEMOTH (1) *— Empire Strikes Back anyone? Oh sorry, did I say that? Doh, so sorry, I don't know what came over me. Anyway, this fat elephant thing is pathetic, so just get rid of it. Our record's fifteen seconds (We kid you not).*

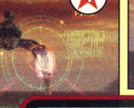
BUZZSAW (2) *— One of the more colourful aliens, Buzzsaw is part-humanoid, part-wasp (or something). Anyway, he's jolly pretty, but still well worth killing ASAP.*

SCORCH (3) *— Probably the most boring of all the enemies, only because he takes so long to kill. You can only shoot him in the head, and he keeps burrowing into the ground. Oh what fun. No, really, what a challenge.*

ARACHAN (4) *— One to get the ladies screaming, but other than that, not much to write home about. As always, just keep moving.*

CARAPACE (5) *— A vaguely crab-like creation that makes things slightly interesting by occasionally flying around for a bit. Egad! What will they think of next?*









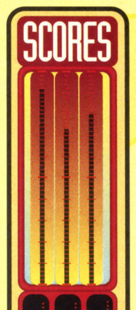

VERDICT

PLAYSTATION

From the moment *Krazy Ivan* loads up, it looks as though you're in for a right old treat. And then it all goes horribly wrong. Yes, sad but true, *Krazy Ivan* is flawed. The culprit? A simple manoeuvre I like to call the 'side-step and turn' move. What am I talking about? Well, whenever you come across something that wants to kill you, simply move to the side, but rotate at the same time so as to keep him in your sights. You can merrily blast him to hell, while he gets all grumpy and confused; shooting at the space you occupied a scant two seconds ago. Oh dear. A right shame, and no mistakin'.

MATT BROUGHTON

SCORES



GRAPHICS 90 — Excellent 3D scenery and some amazingly impressive robots.

ANIMATION 91 — Very slick motion and awesomely animated enemies.

MUSIC 86 — Good quality and atmospheric tunes.

SOUND EFFECTS 88 — Realistic explosions and clunking noises.

GAMEPLAY 82 — Smooth and easy to play but with a small fault.

VALUE 70 — Though it's fun, the small fault ruins its value.

OVERALL — A very impressive action game with loads of big robots to kill. It's a real shame the unseen fault makes doing that far too easy.

73

You have to catch these games quick, y'know, or they're snatched away again before you get chance to enjoy them. We're talking about Namco's new batch of coin-ops, first previewed in November's JAMMA feature. Recently they were on test at Namco's WonderPark in London, so Ed got his skates on...

VIDEO

SOUL EDGE

- Beat-'em-up
- 50p per play
- Namco
- 1-2 Players



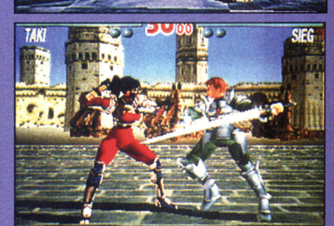


Arcade fans have been looking forward to the release of Namco's *Soul Edge* ever since the first pictures were released. When you see them for yourself it's easy to appreciate why as the graphics are some of the most impressive ever in a beat-'em-up. The game is essentially a *Tekken*-style fighting game involving weapons – and not just ordinary weapons, these are MAD weapons! For example, Rock – the fur wearing warrior – carries around one of the most enormous axes ever seen! The game will be available across the country soon and is a hot favourite for conversion onto the PlayStation as it was created on the Super 11 system. Also, with *Toh Shin Den 2* looking as good as it is, the PS may well be able to handle a fairly decent conversion!





The biggest new feature is the control method. Rather than going for the 3-button VF control, the 6-button SF control, the 5-button MK control or the 4-button Tekken control the designers have created a new load of controls, again featuring 4 buttons. They are Guard, Vertical, Horizontal and Kick. It's fairly obvious how the Guard buttons works, as well as the Kick but the two styles of weapon hit work in a way alien to beat-'em-up players. Though they've got fairly opposite titles, the two buttons aren't often all that different, offering various levels of attacks and specials. The stick is also used in a different way to many arcade games as tapping Down then Up will sidestep the character one way and Up then Down sidesteps the other. The characters still jump and crouch as usual by holding Up or Down.



The characters range from the usual fast, weak women to the slow, hulking blokes. Though that all sounds a bit dull there are some totally fantastic and original characters like Vold – a strange fighter with rotating blades for hands. Pulling off the special moves is fairly standard in that it uses pad rolls, joystick taps and button pushes, meaning that there are loads of possibilities. Sadly, there has to be at least one down side and in *Soul Edge* it's the speed. The game is far slower than *Tekken 2* or *VF2* when it's being played normally but the slow-down is particularly noticeable when pulling off a combo. If three or four buttons are hit in sequence, the character will take a few seconds to pull off the three or four attacks, completely ruining the feeling of really controlling the characters that is found in *Streetfighter Alpha*, for example. The graphics are totally incredible, not only in still pictures but when they are moving as well, as the items of clothing and other fine details glide around as though they were really real, as it were. The fancy lighting effects also add to create one of the best-looking arcade games at the moment but overall it's a bit of a let-down.

3/5



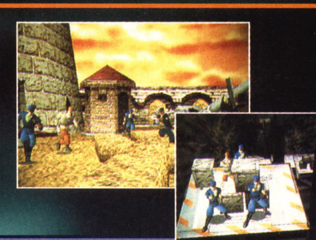




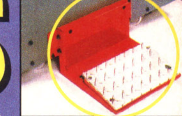


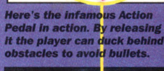


DROME

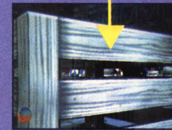


TIME CRISIS





Here's the infamous Action Pedal in action. By releasing it the player can duck behind obstacles to avoid bullets.



- Gun game
- £1 per play
- Namco
- 1 Player

Another of Namco's direct challenges to Sega is *Time Crisis* – a very obvious *Virtua Cop*-inspired gun game. Of course, there has to be at least one original feature and in *Time Crisis* it's the Action Pedal. It completely changes the style of the game as players can now duck behind objects to avoid being shot. The character ducks automatically and only stands up when the pedal is pressed. To make it possible to avoid shots, the bullets are visible as they fly toward the player so precise timing is required to stay alive. The graphics are incredible, as with all of Namco's Super 22 games with massive playing areas which move around in real-time 3D. The Point Blank gun is used again, meaning that there is recoil with each shot. Though the game looks much better than *Virtua Cop* – and probably better than *Cop 2* – it doesn't have quite the same "point-and-shoot" feel of the Sega games as a lot of time is spent ducking and diving. Even still, the game is great fun and has got some really good new ideas. Sadly, there's no chance of this coming to PlayStation as Namco have said that no Super 22 system games will be converted.

3/5

TEKKEN 2 ver b





You may have noticed in last month's news section that we mentioned a new version of *Tekken 2*. The "Version B" upgrade is actually the version released in Japan whereby new characters are added every now and then by the use of a timing device in the machine. The new characters include Wang, P-Jack, Ganryu and Baek.

As well as these new characters there are a couple of others who can be accessed with cheats:







To play as ROGER, a boxing kangaroo, hold Left Punch before the game starts. When the character select screen appears, press Up twice while still holding Left Punch.

To play as ALEX, a boxing lizard man, hold Right Punch before the game starts. When the character select screen appears, press Up twice while still holding Right Punch.

Not only are the cheats to access the characters similar but their moves are all the same.

VIDEO DROME

MARVEL SUPER HEROES

- Beat-'em-up
- 50p per play
- Namco
- 1-2 Players

Capcom's incredible X-Men beat-'em-up has finally arrived in your home and, to keep one step ahead, they've now released what is sort of a sequel – *Marvel Super Heroes*.

The game is very similar in its style of play to *X-Men* and it even features four of the original characters. The full cast is: Hulk, Wolverine, Spiderman, Magneto, Juggernaut, Iron Man, Psylocke, Captain America, Shuma-Gorath and Blackheart. There are two bosses – Dr. Doom and Thanos and at least two secret characters – Akuma and possibly Ryu.





Another of the big new features is the addition of the Infinity Gems. They appear on the floor during fights and can be collected by either fighter. Players can hold as many as they collect and can switch between them by pressing the Start button. Once the chosen Gem has been highlighted, roll the pad from Down to Back and press all three punches to activate it. The Gems come in six flavours – Reality, Time, Soul, Mind, Space and Power – and each one does something different, ranging from giving the player extra armour for a short while, performing a super move or speeding the player up for a while. An extra dimention to the game is that if an opponent has got a Gem that you require, simply batter them about until they drop it!

The graphics are incredible – possibly the best-looking 2D sprite-based game ever! All of the characters are animated just as you'd imagine them to from the comics and the backgrounds are amazing too. On one stage, the characters fight on a bridge across a raging river, causing damage to the bridge's supports as they throw each other around. Eventually, the bridge gives way and falls into the river, where the characters keep fighting as they float along the rapids!

Marvel Super Heroes is planned for release on both Saturn and PlayStation some time in '96 and should be almost arcade-perfect, judging by the incredible Saturn X-Men game.

5/5



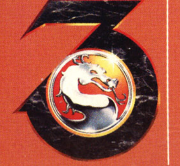












ULTIMATE MORTAL KOMBAT 3

Just a little update to last month's exclusive *Ultimate MK3* information, we can now give you a little bit of info on some of the secret characters. We know that it's possible to play as a version of Sub-Zero who is still in his ninja outfit from *MK2* and the moves we printed for Rain last month are, in fact, the new (or old) Sub-Zero's. It is also possible to play as Smoke in his original ninja outfit too, rather than his robotic kit. As soon as we figure out how to get these characters we'll let you know how. We've also got some more moves and kombat kodes.

JADE	Stomach Shake Fatality - (close) Hold BK + press U, U, D, F, HP	
	Friendship	B, D, B, B, HK
KITANA	Animality	D, D, D, R
	Friendship	D, B, F, F, LP
REPTILE	Animality	(close) D, D, D, U, HK
	Babality	F, F, B, D, LK
SCORPION	Animality	(close) Hold BK + press F, U, U, H
	Babality	D, B, B, F, HP
ERMAC	Fatality	(sweep) D, U, D, D, D, BK
	Pit Fatality	R, R, R, R, LK
MILEENA	Pit Fatality	D, D, D, LP

OPEN ICE
2 ON 2 CHALLENGE



- Sport
- Midway
- 1-4 Players

Open Ice is the latest of Midway's arcade sports games. As the name suggests, it features only two players on each team (plus the goaltenders) but is still supposedly "the most authentic sports simulation ever presented". The simple controls of this game's close relative – *NBA Jam* – are carried on in *Open Ice*. One button is used for shooting and blocking, another is used for passing and stealing and the third button is a special turbo button. The game also features all 26 of the real teams and over 100 of the real players from the NHL, meaning that it's really going to appeal to hockey fans.

On top of all the realistic and regular features, Midway perform their usual magic on the sport by adding loads of new features. Like *NBA Jam*, there are special moves to perform, there are intermission film clips and digitised in-game graphics.

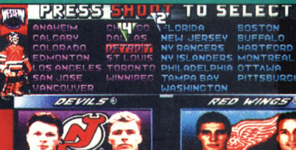
On top of all this there are more than 70 hidden characters (no doubt including the Midway crew) and over 20 special cheats and power-up modes, including the old "big heads" cheat.

The game should be available around the country fairly soon and we'll be covering it in more detail once we've had a proper playtest.











MORTAL KODES

Here are more Kombat Kodes to add to your list.

Kombat Zone:	Kahn's Tower	880 220
Kombat Zone:	The Bridge	077 022
Kombat Zone:	Soul Chamber	123 901
Kombat Zone:	Street	079 035
Kombat Zone:	Kombat Temple	600 040
Kombat Zone:	Kahn's Kave	004 700
Kombat Zone:	River Kombat	002 003
Fast Uppercut Recovery		788 322
Text:	"Skunky!!"	122 221
Text:	"Don't jump at me"	448 844
Text:	"Watch gun do?"	004 400
Text:	"Go see Mortal Kombat live tour"	550 550

Also, once a pit fatality has been performed on the "Hell" backdrop and the opponent has fallen into the lava, there are two tricks that can be done.

To make the Toasty Guy pop up and say "Crispy!" hold HP on both sides.

To make Shao Kahn say "Crispy!" hold Run on both sides.



Virtua Fighter 2

THE GREATEST GUIDE

After last month's massive 97% review of VF2, we made it pretty obvious that we like the game. Because of this we've been playing it loads for the last few months, during which time we've compiled the CVG complete guide. We know there isn't a more comprehensive VF2 move list available anywhere. And we know that this is totally accurate. All of the moves have the damage caused rated in percentages – not some stupid number like the guides downloaded from the internet. So, here is the list of all of every character's moves – including Dural's for both the Saturn and Arcade versions. There are actually quite a lot more per character because there are some attacks which can be done by everyone (see STANDARD MOVES). For a complete technique guide, look out for the next issue of CVG.



PLAY AS DURAL
To play as the robot boss, Dural, go to the character select screen and press Down, Up, Right, A+Left. It sort of spells DURAL.

SLOW MOTION REPLAYS
To slow the replays down simply hold A, B and C when you win a round until the replay starts up.

SELECT VICTORY POSE
To choose your winning character's victory pose, simply hold button A, B or C when you win. There are three to choose from and there's an extra pose available if you get a perfect victory.

OLD MUSIC
To get remixed music from the original Virtua Fighter, simply hold these buttons just before a fight starts until the music begins.
For Sarah's music - R on pad 1.
For Jacky's music - R on pad 2.

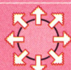
OPTION+
Once the game has been completed in "Expert" mode, go to the "Options" screen and press R twice. "Option+" will appear where it is possible to change the ring size, select a start stage, fight underwater and watch replays of the whole round.

STANDARD MOVES

Though it's fairly obvious, there are quite a few extra moves which can be performed by every character and, as such, aren't listed. The side kick (DF+K) and the pounce attacks when other players are on the floor (U+P) aren't listed and there are some moves marked "Can start PPPK combos". These mean that the listed move can replace the first hit of a punch-related combo – which is normally found near the start of the list.



There are notes stating if the move can only be performed at certain times and the numbers at the end show how much damage – as a percentage – the attack does if it connects.



Tap the direction shown (for characters facing right. If facing left then you must reverse the controls).

G - Guard
P - Punch
K - Kick

+ A plus sign means to push the two buttons or directions at the same time.
If there isn't a plus sign linking directions or buttons, they should be pressed in sequence.

⬇ This means that you should hold the direction.

B - Behind opponent
A - Facing away
F - Floored opponent
C - Close to opponent
CR - Crouching opponent
S - Start PPPK combo



AKIRA





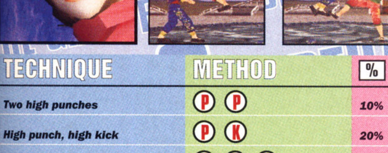
TECHNIQUE	METHOD	%
Two high punches	P P	11%
High punch, high kick	P K	20%
Elbow	→+P	10%
Dashing elbow	→ →+P	10-20%
Dashing elbow (other arm)	→ → →+P	10-20%
Dashing palm strike	⬇ →+P	10-32%
Jumping straight kick	→ →+K	15%
Double jumping straight kick	→ →+K K	30%
Power uppercut	↘ ↘+P	25%
Two-handed push	⬇ ← →+P	15-35%
Gut punch	G+P+K	C 8%
Block breaker	→+G+P	-
Punch	↘+P	F 6%
COUNTER High P or K counter	G ←+P	25%
COUNTER Mid P or K counter	G ↙+P	25%
COUNTER Low P or K counter	G ↓+P	25%
THROW Trip and punch	G+P	25%
THROW Shoulder butt	↙ →+P	30%
THROW Back push from behind	← ↘+P+K	18%
THROW Two hit shoulder butt	→ ← →+P+K	30%
THROW Fake throw	←+G+P	-
THROW Fake throw	↓+G+P	
THROW Surprise exchange	↙+G+P	-
THROW Trip	← ↓+G+K	5%
THROW Back push	← → →+P+K	10-40%

VIRTUA FIGHTER 2 THE GREATEST GUIDE



PAI





TECHNIQUE	METHOD	%
Two high punches	P P	10%
High punch, high kick	P K	20%
Two high punches, high kick	P P K	25%
Three high punches	P P P	16%
Three high punches, roundhouse	P P P K	41%
Three high punches, sweep	P P P ↓+K	36%
Three high punches, kickflip	P P P ↖+K	26%
High jab	↙+P	7%
Mid punch	↘+P	7%
Spinning roundhouse	G+K	13-23%
Reverse spinning roundhouse	←+G+K	10-20%
Spinning sweep	⬇+G+K	10-20%
Kickflip	↖+K	20%
Finger poke	← ←+P	6%
High kick	➡+K	10%
Dashing high kick	→ →+K	15%
Jump kick	↗+K	10%
Double Jump kick	↗+K K	13%
Punch	↘+P	F 5%
Rising spin kick	⬇ RELEASE K	20%
COUNTER High P or K counter	←+P	15%
COUNTER Mid P or K counter	↙+P	15%
THROW Wrist throw	G+P	25%
THROW D.D.T	→ ↓+P	30%
THROW Roll	← → P	30%
THROW Trip and punch	→ →+P+K	25%
THROW Roll trip	← ↓+G+P	15%
THROW Cartwheel behind	→ G+P+K	C -



LAU







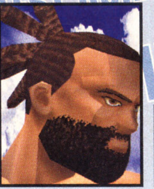
TECHNIQUE	METHOD	%
High punch, roundhouse	P K	21%
Two high punches	P P	12%
Two high punches, roundhouse	P P K	27%
Three high punches	P P P	19%
Three high punches, roundhouse	P P P K	44%
Three high punches, sweep	P P P ↓+K	39%
Three high punches, kickflip	P P P ↗+K	29%
Mid elbow	→+P	10%
Mid punch	↘+P	SC 8%
Overhead punch	↙+P	SC 7%
Uppercut	⬇+P	10%
Dashing mid punch	↘ ↘+P	10%
High kick	➡+K	10%
Spinning roundhouse	G+K	15-25%
Spinning sweep	⬇+G+K	10-18%
Rising spin kick	⬇ RELEASE K	20%
Kickflip	↖+K	20%
Double kick	→ ↓+K	15%
Cartwheel kick	↗+K	15%
Jump kick	↗+G+K	16%
Spinning stomp	↘+K	F 8%
THROW Shoulder toss	G+P	20%
THROW Fireman's carry	←+P	25%
THROW Jumping slam	← → P	30%
THROW Trip	← ↓ G+P	6%



WOLF



TECHNIQUE	METHOD	%
High punch, high kick	P K	22%
Two high punches	P P	14%
Two high punches, uppercut	P P P	28%
Two high punches, elbow	P P →+P	24%
Uppercut	⬊+P	11%
High chop	←+P	10%
Mid punch	→+P	10%
Jumping knee	→+K	15%
Running clothesline	→ →+P	20%
Shoulder charge	← →+P	10-35%
Flip uppercut	⬇ →+P	15%
Drop kick	↗+K	15
Low drop kick	→ ↓ K	10%
Forearm smash	←+P+K	15%
Scissor kick	G+K	15%
Reverse kick	→+G+K	18%
Jump kick	→ →+G+K	15%
Somersault kick	← →+G+K	15%
Elbow drop	↘+P	F 10%
Somersault slam	↑+K	F 10%
COUNTER Mid kick grab	↙+P	30%
THROW Suplex	G+P	30%
THROW Body slam	→+P	25%
THROW Spinning throw	← ↙ ↓ ↘ →+P	50%
THROW Frankenstein	↗+G+K	30%
THROW Piledriver	↘ ↘ P+K	40%
THROW German suplex	G+P	B 40%
THROW Headlock German suplex	G+P+K	B 43%
THROW Crucifix suplex	↙+G+P+K	CR 35%
THROW Back slam	↓+G+P	CR 30%
THROW Crucifix piledriver	↘+G+P+K	CR 35%



JEFFRY





TECHNIQUE	METHOD	%
High punch, high kick	P K	22%
Two high punches	P P	14%
Two high punches, uppercut	P P P	28%
Uppercut	↘+P	11%
Two uppercuts	↘+P P	21%
Uppercut 2	⬊+P	11%
Low elbow	→ →+P	10%
Low elbow, uppercut	→ →+P P	19%
Mid elbow	→+P	10%
Mid elbow, arm hammer	→+P ←+P	25%
Straight kick	↓+K	12%
Straight kick, arm hammer	↓+K P	22%
High straight kick	→ →+K	20%
High stomp	→ ↓+K	18%
Poke	↓+P+K	15%
Knee	→+K	18%
Headbutt	→+P+K	20%
Dashing headbutt	↙ →+P+K	20%
Bottom butt	G+P+K	15%
Two-handed overhead hit	← ↘+P	15%
Overhead elbow	← →+P	15%
Kick, sp mountain ↓+K	↓↘→ G+P+K	C 62%
Stomp	↘+K	F 10%
THROW Piggyback drop	G+P	30%
THROW Slam	→+P	25%
THROW Splash mountain	↘ ↘ P+K	40%
THROW Overhead throw	←+G+P	30%
THROW Back breaker	← → →+G+P+K	35%
THROW Hold and headbutt	← → P+K	10%
THROW Double headbutt	Above, then →+P+K	18%
THROW Triple headbutt	Above, then →+P+K	34%
THROW Backbreaker 2	G+P	B 50%
THROW Iron claw (nose hold)	↓+P	CR 25%
THROW Triple knee	↓ →+K	CR 30%
THROW Head slam	↘+G+P+K	CR 25%



KAGE

TECHNIQUE	METHOD	%
High punch, high kick	Ⓟ Ⓚ	20%
Two high punches	Ⓟ Ⓟ	10%
Two high punches, high kick	Ⓟ Ⓟ Ⓚ	25%
Two high punches, uppercut	Ⓟ Ⓟ Ⓟ	16%
2 high punch, up'cut, spinkick	Ⓟ Ⓟ Ⓟ Ⓚ	31%
2 high punch, up'cut, kickflip	Ⓟ Ⓟ Ⓟ ↖+Ⓚ	26%
Elbow	→+Ⓟ	10%
Hook	↙+Ⓟ	7%
Kickflip	↖+Ⓚ	20%
Jumping kickflip	↖+Ⓖ+Ⓚ	25%
Jumping knee	⬇ → Ⓚ	19%
Sweep	→ →+Ⓚ	10-15%
Two foot sweep	←↙↓+Ⓚ	10%
Overhead swipe	⬇ →+Ⓟ+Ⓚ	8%
Overhead swipe, chop	⬇ →+Ⓟ+Ⓚ Ⓟ+Ⓚ	16%
Swipe	← →+Ⓟ+Ⓚ	8%
Swipe, chop	← →+Ⓟ+Ⓚ Ⓟ+Ⓚ	16%
Low swipe	↓+Ⓟ+Ⓚ	8%
Low swipe, chop	↓+Ⓟ+Ⓚ Ⓟ+Ⓚ	16%
Spin kick	↓+Ⓖ+Ⓚ	18%
Dashing spin kick	←+Ⓖ+Ⓚ	15%
Jumping spin kick	→ →+Ⓖ+Ⓚ	15%
Jumping dive	→ →+Ⓖ+Ⓟ+Ⓚ	20%
Reverse high kick	← ←+Ⓚ	A 16%
Overhead chop	← ←+Ⓟ	A 11%
Reverse low trip	← ←+Ⓖ+Ⓚ	A 8%
Reverse uppercut	← ←+Ⓖ+Ⓟ	A 8%
Forward roll	←↙↓↘→	-
Backward roll	→↘↓↙←	-
Forward roll and sweep	←↙↓↘→+Ⓚ	10-18%
Backward roll and sweep	→↘↓↙←+Ⓚ	10-18%
Floating roll	⬈+Ⓚ	-
Leg drop	↘+Ⓚ	F 8%
COUNTER High punch wrist throw	↓+Ⓟ	25%
THROW Shoulder toss	Ⓖ+Ⓟ	25%
THROW Trip	Ⓖ+Ⓟ+Ⓚ	25%
THROW High toss	←+Ⓟ	20%
THROW Trip	Ⓖ+Ⓟ	B 25%



SARAH



TECHNIQUE	METHOD	%
High punch, high kick	Ⓟ Ⓚ	20%
High punch, high kick	Ⓟ ↓+Ⓚ	15%
Two high punches	Ⓟ Ⓟ	10%
Two high punches, high kick	Ⓟ Ⓟ Ⓚ	25%
2 high punches, uppercut	Ⓟ Ⓟ Ⓟ	15%
2 high punch, up'cut, knee	Ⓟ Ⓟ Ⓟ Ⓚ	35%
2 high punch, up'cut, kickflip	Ⓟ Ⓟ Ⓟ ←+Ⓚ	30%
2 high punch, up'cut, jump kick	Ⓟ Ⓟ Ⓟ ↑+Ⓚ	30%
Uppercut	↙+Ⓟ	S 7%
Mid elbow	→+Ⓟ	8%
Low punch, knee	→+Ⓟ Ⓚ	20%
Knee	→+Ⓚ	15%
Knee, high knee	→+Ⓚ ↘+Ⓚ	35%
Double lightning kick	↘+Ⓚ Ⓚ	20%
Triple lightning kick	↘+Ⓚ Ⓚ Ⓚ	30%
Straight kick	↓+Ⓚ	15%
Straight kick, side kick	↓+Ⓚ Ⓚ	25%
High kick, high punch	Ⓚ Ⓟ	19%
High knee	⬇ →+Ⓚ	20%
Dashing knee	→ →+Ⓚ	15%
Low side kick	⬇+Ⓖ+Ⓚ	10%
Mid overhead kick	↙+Ⓖ+Ⓚ	10%
Kick flip	↖+Ⓚ	25%
Back fist	↘+Ⓟ	6%
Two hit kick	←+Ⓚ	25%
Jumping spin kick	↑+Ⓚ	13%
Forward jumping spin kick	↗+Ⓚ	13%
High forward jump' spin kick	↗+Ⓖ+Ⓚ	10-25%
Spin kick	⬇ ←+Ⓚ	A 10%
Double spin kick	⬇ ←+Ⓚ Ⓚ	20%
Spinning roundhouse	Ⓖ+Ⓚ	10-15%
Hopping high kick	↙+Ⓖ+Ⓚ	10%
Jumping spin kick	← ←+Ⓚ	A 22%
Back fist	← ←+Ⓟ	A 11%
Kick	↘+Ⓚ	F 8%
THROW Body slam	Ⓖ+Ⓟ	25%
THROW Clothesline	→ →+Ⓟ	20%
THROW Back suplex	Ⓖ+Ⓟ	B 30%

JACKY







TECHNIQUE	METHOD	%
High punch, spin roundhouse	P K	21%
High punch, side kick	P K	C 16%
High punch, spin sweep	P ↓+K	16-20%
Two high punches	P P	12%
Two high punches, high kick	P P K	27%
Two high punches, uppercut	P P P	19%
Two high punches, back knuckle	P P ←+P	23%
Two high punches, elbow	P P →+P	22%
2 high punches, elbow, high kick	P P →+P K	37%
Back knuckle	←+P	11%
Double back knuckle	⬅+P P	26%
Back knuckle, low back knuckle	←+P ↙+P	22%
Back knuckle, spin roundhouse	←+P K	26-36%
Back knuckle, spin sweep	←+P ↓+K	21-29%
Mid elbow	→+P	10%
Mid elbow, high kick	→+P K	25%
Low back knuckle	↙+P	11%
Low back knuckle, spin sweep	↙+P ↓+K	21-29%
Hook	↘+P	7%
Quick hook	G P	7%
Knee	→+K	15%
Straight kick	↓+K	12%
Downward kick	←+K	25%
Kick flip	↖+K	12%
High straight kick	→ →+K	10%
Double roundhouse	K K	30%
Spin roundhouse	G+K	15-25%
Spin roundhouse, spin sweep	G+K ↓+G+K	15-25% 10-20%
Low straight kick	↓+G+K	10%
Spinning mid kick	← → G+K	18%
Swipe	P+K	15%
5-Hit lightning kick	↓+P+K K K K K	32%
Spinning hook	← ←+P	A 8%
Spinning roundhouse	← ←+K	A 12%
Kick	↘+K	F 8%
THROW Head slam	G+P	25%
THROW Clothesline	→ →+P	20%
THROW Trip	→ ←+P+K	30%
THROW Faceplant	G+P	B 30%

SHUN



TECHNIQUE	METHOD	%
Mid punch, mid kick	P K	20%
Two mid punches	P P	11%
Two mid punches, uppercut	P P P	18%
Uppercut	↘+P	7%
Dashing low punch	⬊+P	15%
Spinning mid punch	←+P	12%
Dashing triple punch	→+P	16%
Low reverse elbow	↙+P	11%
Double uppercut	↓↘→+P	15%
kick and fall	←+K	12%
Low turn kick	↙+K	5%
Low turn kick and fall	↙+K G	5%
Two hit low turn kick	↙+K K	20%
Two hit low turn kick and fall	↙+K K G	20%
Cartwheel kick	→ →+K	18%
Double kick and fall	↙ ↙+K	23%
Jumping scissor kick and fall	↗+K	20%
Jumping spinning punch	↗+P	18%
Heel kick	P+K	14%
Back punch and fall	↑+P	15%
Two-handed push	P+K	D 20%
Jumping back kick	G+K	18%
Jump' back kick, 2 handed push	G+K P	27%
Sweep	⬇ G+K	15%
Scorpion kick	↓+G+K	18%
Triple hop kick	←+G+K	18%
Hop back	←+G	-
Hop back, punch	←+G P	8%
Hop diagonally back	↙+G	-
Hop diagonally back, punch	↙+G P	10%
Hop diagonally back, punch x2	↙+G P+K	15%
Hop diagonally forward	↘+G	-
Stand on head	→↘↓↙←	-
Upside down kick	K When standing on head	A 12%
Sit down	↓ ↓	F 8%
Rising low kick	K When sitting down	25%
Multiple sweeps	↓+P+K K K	*28%
THROW Multiple punch	G+P	D 25%
THROW Punch and drop	G+P+K	25%

D: Drinks if move connects
*: Requires one drink per sweep



LION

TECHNIQUE	METHOD	%
High punch, high kick	P K	21%
High punch, elbow	P P	13%
High punch, elbow, backfist	P P P	21%
Uppercut	↘+P	5%
Uppercut, overhead punch	↘+P P	15%
Low punch	⬊+P	6%
Two low punches	⬊+P P	12%
Mid elbow	→+P	10%
Knee	→+K	15%
Spinning uppercut	↑+P	15%
Jumping overhead punch	↗+P	18%
Somersault kick	↗+K	12%
Jumping spin kick	↑+K	12%
Double jumping spin kick	↑+K K	35%
Rising mantis punch	←+P	15%
Low jab	↙+P	6%
Two low jabs	↙+P P	10%
Jumping punch	→ →+P	20%
Low strike	G+P	8%
Hand trip	↘+G+P	10%
Mantis punch	→+G+P	15%
Two low kicks	↓+K K	14%
Low kick, high spin kick	↓+K G+K	21%
Sweep	↓+G+K	12%
Dashing sweep	↘+G+K	12%
Dashing sweep, mid spin kick	→ →+G+K	12%
Two-footed kick	↓ ↓+K	24%
Sidestep, punch	G →+P	10%
Sidestep, hand trip	G ↘+P	10%
Sidestep forward	↘+G	-
Sidestep backwards	↙+G	-
Jumping spin kick	← ←+G+K	A
Spinning punch	← ←+P	A
Reverse kick	← ←+K	A
THROW Trip	G+P	25%
THROW Hold and trip	←+P+K	25%
THROW Hold and punch	→ → G+P	25%
THROW Climbing head punch	→ ↘ ↓ ↙ ← G+P	35%
THROW Chuke	G+P	B 25%



DURAL

TECHNIQUE	METHOD	%
Two high punches	P P	11%
High punch, high kick	P K	20%
Two high punches, high kick	P P K	25%
Mid elbow	→+P	6%
Elbow, kickflip	→+P ↖+K	32%
Elbow, knee	→+P K	22%
Two high punches, elbow	P P →+P	16%
2 high punches, elbow, kickflip	P P →+P ↖+K	48%
Elbow, arm hammer	→+P ←+P	25%
Dashing elbow	→ → →+P	11%
Jumping poke	→ ← → →+P	25%
Back push	← → →+P+K	40%
Dashing headbutt	↙ →+P+K	25%
Knee	→+K	15%
Jumping knee	⬇ →+K	18%
Jumping straight kick	→ →+K	15%
Double jumping straight kick	→ →+K K	30%
Kickflip	↖+K	30%
High kickflip	↖+G+K	25%
Low kickflip	↖ ↖+K	18%
Jumping kick	↗+K	10%
Double jumping kick	↗+K K	13%
Slide tackle	↙+K	12%
Spinning high kick	←+G+K	12%
Rising spin kick	⬇+G+K	15%
Jumping triple kick	→ →+G+K	15%
Jumping dive kick	→ →+G+P+K	20%
Backward roll	→ ↘ ↓ ↙ ←	-
Backward roll and sweep	→ ↘ ↓ ↙ ←+K	15%
Punch	↘+P	F 5%
Stomp	↘+K	F 6%
COUNTER High punch	↓+P	25%
COUNTER High punch or kick	G ←+P	25%
COUNTER Mid punch or kick	G ↙+P	25%
COUNTER Low punch or kick	G ↓+P	25%
THROW Suplex	G+P	30%
THROW Shoulder butt	↙ →+P	30%
THROW Trip	← →+P	25%
THROW Hand trip	G+P+K	25%
THROW High toss	←+P	20%
THROW Clothesline	→ →+P	20%
THROW Overhead throw	←+G+P	30%
THROW Splash mountain	↘ ↘ P+K	40%
THROW Frankensteiner	↗+G+K	30%
THROW Spin throw	← ↙ ↓ ↘ →+P	50%
THROW Crucifix piledriver	↘+G+P+K	CR 35%
THROW Neck throw	G+P	B 25%
THROW Back push from behind	← ↘+P+K	18%
THROW Two hit shoulder butt	→ ←+→+P+K	30%

CYBERIA

Developed by: INTERPLAY
Released by: INTERPLAY
Out: JANUARY '96

90% complete

Playstation versions planned
PC versions available

SATURN

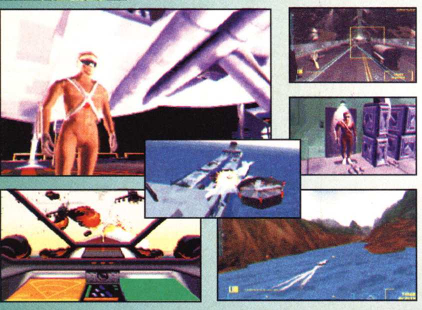
Top secret fighter planes, dangerous liaisons with foxy babes, and a deadly biological weapon. All in a day's work for the hero of...

CYBERIA



The 'interactive movie' style of game is notoriously difficult to crack, but Interplay have already originated one of the better examples in the form of Cyberia for PC CD-ROM. The imminent Saturn/PlayStation conversions keep the game's impressive cinematic visuals intact, together with the atmospheric synthesiser score by Thomas Dolby's Headspace. If the thought of spending some time on a Dirty Dozen-style mission, without 11 other people to bail you out, appeals, better book your ticket for those snowy wastelands.





MOTION SLICKNESS

Cyberia features a mix of RPG adventure with flight-based shoot 'em up sequences. 11 levels of arcade-style gunplay intermingle with the more cerebral puzzle levels which are given a truly cinematic feel with multi-camera angles, fluid animation and a 'widescreen' presentation. The shoot 'em sequences initially take place at the controls of Santos's sophisticated anti-aircraft gun, but later shift to the cockpit of the TF-22 fighter for a series of airborne sabotage missions dotted around the world.

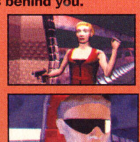




MISSION: IMPROBABLE

Cyberia takes place in the dystopian hi-tech future of 2027. You play Zak, a computer hacker imprisoned in solitary confinement for the crimes of treason and espionage. Although a convicted criminal, you are offered your freedom in return for undertaking a dangerous mission – you are to travel to a remote seabound rig, rendezvous with a shady character called Santos, collect an experimental fighter plane and fly it to Siberia. Once there, you are to locate and infiltrate a top secret base and steal the Cyberia biological weapon. You're on your own, the clean-up team lagging some 24 hours behind you.



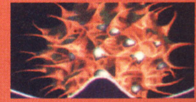


TRIPLE VISION

Zak witnesses the game's RPG sequences through a pair of natty wrap-round shades called BLADES (Bi-optic Low Amplitude Displayed Energy System, in case you didn't know.) These have three built-in scanning options that you can access from your joypad – infa red/thermal scan; magnetic resonance imaging and bioscan. The BLADES' magnetic resonance imaging is useful for such functions as defusing bombs, while the bioscan function is best for detecting hostile opponents behind locked doors.







POWER SPORTS SOCCER

- Developed by: SONY FRANCE
- Released by: SCI
- Out: MARCH '96

60% complete

No other version planned
No other version available

PLAYSTATION

POWER SPORTS SOCCER

What footie games need is a bit of ludicrous over-the-top action. Get it all here!

Though we all expected vast numbers of 3D racing games and *Tekken*-like beat 'em ups on Sony's wonder machine, we don't think anyone was ready for the amount of soccer games that have appeared in the few months that the PlayStation has existed. *Striker*, *FIFA*, and *Actua* are already (or soon to be) out in the shops representing Warner, EA, and Gremlin Interactive respectively, but here come Sony, and as you'd expect from the company in the know PlayStation-wise, their offering looks pretty damn funky.

Powersports Soccer looks more like *Actua Soccer* than any of the other footy games we've seen so far, with super-smooth motion-captured animations and completely user-definable camera views and stadium shots. Sony's French division are also boasting more realism than ever seen before in a soccer release, having studied every footy game ever (no mean feat!) They also feel that they've combined the instinctive playability of previous games (such as old classics *Sensible Soccer* and *Kick Off 2*) with the realistic player representations the PlayStation's hardware allows them.

As is always the way with motion-captured graphics, realism is the order of the day, and Sony have spared no expense to make sure that each player jiggles, wobbles and, er... moves as accurately as possible.

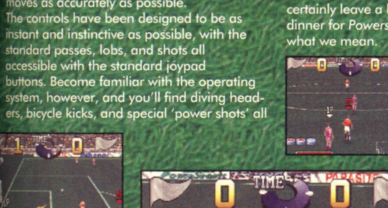
The controls have been designed to be as instant and instinctive as possible, with the standard passes, lobs, and shots all accessible with the standard joypad buttons. Become familiar with the operating system, however, and you'll find diving headers, bicycle kicks, and special 'power shots' all become available to the skilled player. Set piece practising is also built in, so whether it's complicated corners, free kicks, or just penalties you want to perfect, it's only an option screen away.

Power Sports Soccer features three international leagues — England, France, and Germany — as well as the option to have four human players; two per team. Of course, all this is of no worth whatsoever if the game play isn't up to the job, but fortunately Powersports appears to offer the player a flowing and controllable game. Passing, tackling and shooting are all easy to implement, and with the players' graphics slinking in a sexy way across the screen, it's an enjoyable game to watch — even when you lose!

So you're now wondering what you should spend your Crimbo money on, eh? Well, "we don't know" is the honest truth — but we'd certainly leave a little room after dinner for *Powersports Soccer* — if you know what we mean.



Though the players look a bit small, you can't tell from these pictures just how smoothly they move. It's lush, you know.









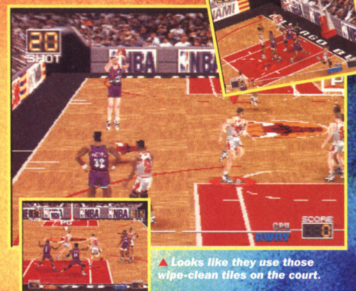
NBA IN THE ZONE

- Developed by: .... KONAMI
- Released by: .... KONAMI
- Out .... SPRING '96

90% complete

No other versions planned
No other versions available

PLAYSTATION







▲ Ooh, that flesh looks kinda raw!



▲ Looks like they use those wipe-clean tiles on the court.

NBA: IN THE ZONE

Got a PlayStation? Like basketball? If you do, you're in for a treat come the New Year, because there's going to be two to choose from.





Last month we previewed *Total NBA'96*, Sony's upcoming basketball outing. This month, it's Konami's turn in the basketball preview hotseat, with their Playstation slam dunkin' affair – *NBA In The Zone*.

A standard feature that sets 32-bit sports games apart from the 16-bit ones, has to be the range of realistic camera angles you get, and *In The Zone* is no exception to this rule. End-to-end views, side-on views, isometric views, close-up views, you can watch the game from all these angles as the action unfolds on the full 3D court.

Another feature that seems standard to all basketball games nowadays (32-bit or otherwise) has to be the NBA license. And as the name subtely suggests, *NBA In The Zone* is another such license. However, *In The Zone* does a tad more with its offically branding than previous NBA titles, whilst making use of another 32-bit trait – texture mapping. Yep, each of the NBA stars looks just like their real life counterparts, thanks to digitised portraits of each person being textured onto the players. Even the skin colours of the players are authentic, with some of the players looking decidely pasty-fleshed. With 29 NBA teams in the game (plus an All-Star team) that makes for lot of textured basketball stars in one game. And all the other NBA features – full season play-offs, exhibition matches and the like – are in there as well. And, with two multi-taps, up to eight players can play a match.

We've had a brief playtest of *In The Zone* and it seems quite impressive. Konami have already shown their Playstation expertise with the more than decent *Goal Storm* and it looks like *In The Zone* could follow suit (as opposed to following their not-so-good *Give 'N' Go* on SNES). We'll find out in the forthcoming review.











▲ Into-the-court viewing action as player heads for the opposition's basket!



Whoever's playing the All-Stars is pathetic. They've got all the best players! ▶



LOOK, BOTH HANDS!



In The Zone's range of moves is particularly impressive. You can pull off devious no-look passes, counter a tackle with a spinning dribble and slam in impressive alley-oop dunks. You can even dribble with either your left and right hand if you want!



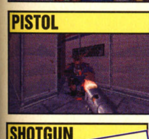
DUKE NUKEM 3D

Yet another classic games character gets upgraded with 90's technology. And what's today's catchword, kids? 3D!

Duke Nukem isn't actually a totally new character, though most of you won't remember his previous games. The old *Duke* PD (Public Domain, ie – free) games on the PC were primarily platform games featuring the odd puzzle. The new, improved *Duke* game has got '3D' on the end of the title, instantly explaining what it's like. The game is obviously inspired by *Doom*, meaning that it's a first-person perspective 3D action shoot-'em-up with some searching/puzzle elements, though *Duke* adds enormously to the old *Doom* idea with loads of incredible new features. One of the unlikely new points which adds a feeling of realism is that the majority of the game is set on Earth, so the player can wander around the abandoned streets of a town, bomb a cinema, wipe out dancers in the disco, even ride on the tube. Though he's on his home planet, the enemies most definitely aren't – they look more like Star Wars extras.

FOOT

PISTOL



SHOTGUN

ALL OF THE PICTURES OF THE SHOTGUN ON THIS PAGE SHOULD BE IGNORED AS THE FINISHED VERSION WILL BE VERY DIFFERENT. YOU'LL SEE IT IN OUR FORTHCOMING REVIEW.

MACHINE GUN

ROCKET LAUNCHER

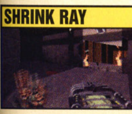


PIPE BOMB

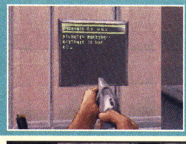
FLAMETHROWER

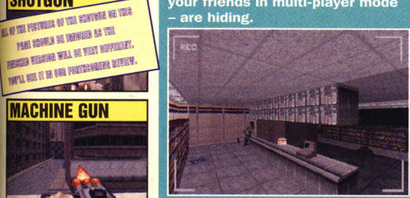


SHRINK RAY



On the first level there's a computer screen built into the wall. By activating it, the video cameras around the level are turned on. These are used to figure out where enemies – and your friends in multi-player mode – are hiding.

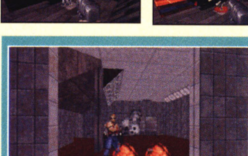


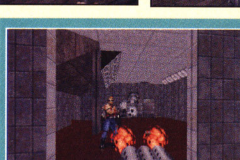




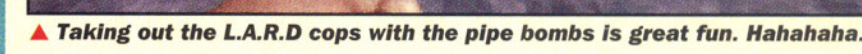
Inside the cinema there's an operating room with a switch which, when activated, turns on a rather naughty film.







Another new feature to the *Doom*-style game is that there are mirrors located around the levels. They aren't just there for fun though, occasionally they're used to trick the player by positioning them around corners, forcing Duke to fire at a reflection.



▲ ***Taking out the L.A.R.D cops with the pipe bombs is great fun. Hahahaha.***

As well as loads of little features, the game has got jump and crouch buttons, the ability to turn Duke's head around corners, look up and down buttons, jetpacks, sloping and moving floors as well as tons of other features not seen anywhere before.

This shareware version of the game – nine levels – is available at the start of January, about the same time as the full registered game. We'll hopefully be reviewing the whole thing in great detail next issue.



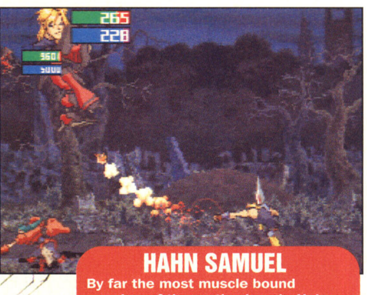


GUARDI

Not enough heroes in the world eh? Rubbish! Here's some of the finest heroes you're likely to meet with Treasure software's latest classic, Guardian Heroes.



▲ Hahn and the guardian get busy.



Treasure software have a reputation for producing games that seem to match the frenetic speed and exhilaration of your average G-Force cartoon. The style of games like *Dynamite Headdy* and *Gunstar Heroes* has always succeeded in remaining faithful to the Japanese cartoon ideal. With *Guardian Heroes* they take this approach one step further by offering the player a choice of four characters to use as they go through a magical fantasy land beating up anything that looks vaguely unfriendly.

But *Guardian Heroes* has far more going for it than simply beat 'em up action. Each character has a range of magic spells to utilise as well as their own particular fighting style. They're going to need all of their respective talents to overcome the onslaught of assailants, each of which has their own power-bar and requires a decisive pummelling before they're dispatched. At times the screen is literally swarming with enemies and it's times like this that having a partner around is essential.

The icing on the cake is the one-on-one beat 'em up option which enables up to six players at once to bash it out with one another. Heroic poses please!

HAHN SAMUEL

By far the most muscle bound member of the motley bunch, Hahn is a master with the sword. After the first boss has been defeated he's given a new and more powerful broadsword with which to scythe into enemies. Among Hahn's special abilities is a power barge and a spinning swipe that takes out enemies approaching from both sides. However, Hahn is pretty pathetic when it comes to magic, only being able to pull off the fire spell.



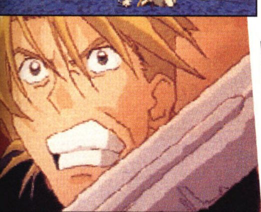
▲ Hanh demonstrates his jumping kick on one of the many armour-clad enemies.

N HEROES



STILL SOME FIGHT LEFT IN 'EM

As if miles of beat 'em up platform action wasn't enough, *Guardian Heroes* also features a one on one beat 'em up option which enables the player to take on whoever they fancy in a face-to-face scenario. Even better than this though, is the fact that you can have six players fighting at once. The moves each character has are the same as in the game. Some of the chaotic scraps that develop are hilarious but be warned, Randy's bunny is one of the toughest fighters of them all!





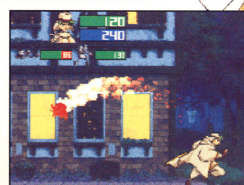


▲ *This is the first boss in the game.*

RANDY GREEN

Despite the rather unfortunate name, Randy manages to assert himself with a little help from his bunny and his impressive collection of magic spells. Physically Randy isn't all that strong but he does have a few tricks up his Arabian sleeves in the shape of a spinning attack with his staff. His staff is also used to summon up spells that include a freeze spell leaving anyone close enough in a state of chilled helplessness and a fire storm which invokes an eruption of flames around him. As for that bunny, it transforms from a cuddly hoppy thing into flames and seeks out enemies like a homing missile!





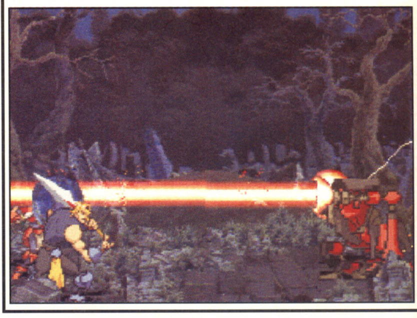
▲ *Randy goes a-swiping with his magical staff. The bunny chills out.*



▲ The combo-indicator reveals how many hits you've strung together.

DECISIONS, DECISIONS!

Guardian Heroes features a lot of dialogue with the characters yapping away at each other excitedly every time they come up against a boss. As well as developing the storyline it's also a means of making a decision of where to go next. There is usually a choice of three destinations after a boss has been defeated and the good thing about this is that even if you complete the game you can do it all again by a different route!





▲ Ibushi makes use of the lightning spell.



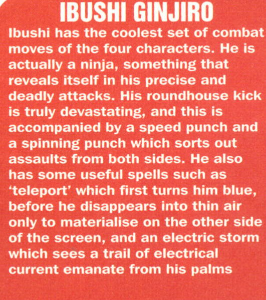
▲ Hahn and chums find themselves in a vortex that leads to the evil wizard and his large beard.

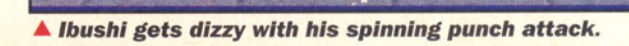




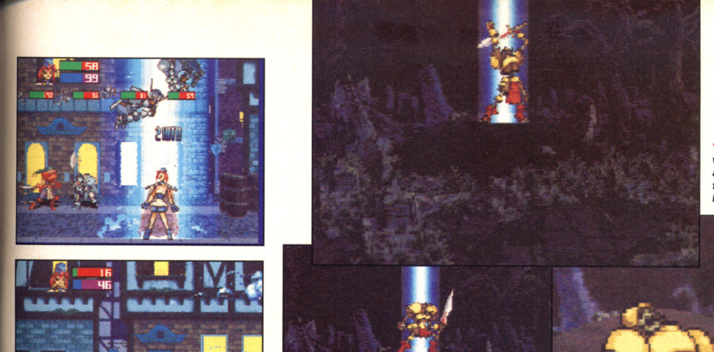
IBUSHI GINJIRO

Ibushi has the coolest set of combat moves of the four characters. He is actually a ninja, something that reveals itself in his precise and deadly attacks. His roundhouse kick is truly devastating, and this is accompanied by a speed punch and a spinning punch which sorts out assaults from both sides. He also has some useful spells such as 'teleport' which first turns him blue, before he disappears into thin air only to materialise on the other side of the screen, and an electric storm which sees a trail of electrical current emanate from his palms





▲ Ibushi gets dizzy with his spinning punch attack.



▼ *This is the point at which the guardian arrives. He then kindly finishes off the first boss!*



THE GUARDIAN'S GUARDIAN

So who's the guy in the gold armour? Well, he happens to be your bodyguard. He arrives when you confront the first boss and smites him. His exact role can be altered by using the thought bubble. Do you want him walking in front, checking the rear for surprise attacks or fighting at your side? As fearless as he is though, it doesn't mean you can let him fight your battles for you. There are so many rough types in *Guardian Heroes* that there's not enough time to try and make friends!

NICOLA NEIL

When it comes to fighting, Nicola is dependent mostly on her spells. And whilst Randy has a lot of attack spells, Nicola's are mainly used in defence. Her smiley staff summons up smiley faces that rain down from the sky and leave enemies dazed. It is also used to create a green dome that protects her from attack or invokes pink stars that make a glow beneath her feet, keeping enemies at a distance. She can also release a power beam which sends enemies rocketing into the air if they stand too close to her.

▲ *Nicola uses one of her many magic spells.*

CHEAT MODE

Welcome to Lists and Pokes where we bring you all the best lists and pokes. We've got loads of lists and pokes for you this issue – including lists and pokes for Loaded on PlayStation and Victory Boxing on Saturn. As well as all of these lists and pokes we've got lists and pokes for Mortal Kombat 3 to cheer up all of you Kombatters with no lists for the game. Or pokes. Most of our Lists and Pokes Team's (Ed's)time has been spent compiling lists and pokes for Virtua Fighter 2 found earlier on in the magazine. Anyway, enough cheery banter – enjoy the lists and pokes and don't forget to send us any you find as you can win lots of fantastic games!

CHEAT MODE,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.

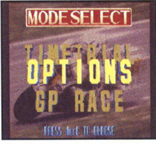
SATURN

HANG ON GP '95

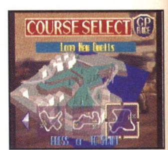
To access the three extended courses without any skill, start the game up and go to the option screen. Leave the selection on "Game Level" and press B to exit. You'll be highlighting "Options". Now press R, R, L, R, R with the top buttons and you'll hear a beeping noise. Now choose any of the playing modes to access the new courses.



On the "Option" screen press B.

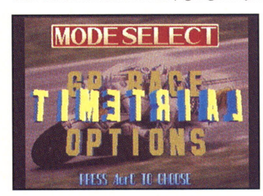


You'll go back to the title screen. Press RRLRR.



Start a race to get the three extended tracks.

To get "Free" time during timetrial races, highlight "Timetrial" on the main menu screen and press Right, Left, Up, Down, Z. You'll hear a beep to let you know that it's worked. Now start a timetrial and keep going until you finish the race (see right below this bit).





PLAYSTATION

LOADED

Before any of these fantastic cheats can be entered, you must go to the in-game options screen and hold L1 and L2 for ten seconds. Keep holding them and press any of the following sequences.

LEVEL SKIP	Cross, R1, Triangle, R1, Square, Circle, R2, R2, Cross, Square, Triangle, Cross.
LEVEL SELECT	Up, Right, Down, Left, Triangle, Circle, Cross, Square, Cross, Triangle, Square, Circle.
HEALTH	Right, Right, Left, Down, Down, Up, Triangle, Circle.
AMMO	Down, Right, Circle, Left, Right, Circle.
POWER -	Right, Down, Right, Triangle.
LIVES -	Left, Down, Right, Triangle, Square, Cross, Circle.

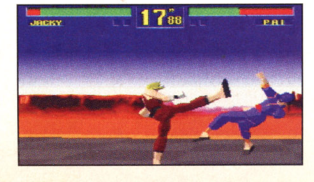
SMART BOMBS - R1, R2, Cross, Triangle, Square, Circle, R1, R2, Circle, Circle, Square.



32X

VIRTUA FIGHTER

To play as Dural, go to the character select screen and press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. This can be done with both players. Her moves all come from other characters so just have a fiddle to find which moves she does.



PC CD-ROM

ACTUA SOCCER

If you ever get tired of Barry Davies and his comments, re-install the game in French to get a French commentator – Thierry Roland. He's really famous you know, in France.



If you want to get a secret team – the Gremlin Showbiz XI – type: SOCCER -01142475549 to run the game. Apparently they are all truly gifted.

PC CD-ROM

SIM ISLE

To access these cheats you should save your game with one of these file names. When you do so you'll get extra stuff in that area. ie. money, labour, etc.



$10, 000	iaintestedtico
Unskilled labour	simonschickenkb
Skilled labour	3527490
Food	ragschocolatestash
Building materials	deesextrapixel

PC

HEXEN

Here are all of the cheat codes for the fantastic *Hexen*. Enter them at any time during play and they'll work instantly.

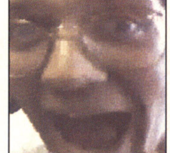
God mode	SATAN
All weapons	NRA
25 of each item	INDIANA
Level warp	VISIT (then level number)
Clipping off	CASPER
Instant pig mode	DELIVERANCE
Show all map	MAPSCO
100% health	CLUBMED
Change character class	ZELIG (then 0, 1 or 2)
Kills all enemies	BUTCHER
All keys	LOCKSMITH
All puzzle items	SHERLOCK
Shows coordinates	WHERE
Sound debug	NOISE
Run script	PUKE (then number)
Frame rate	TICKER
Reload level	INIT

SATURN

MYST

There's a secret "Making of Myst" section of the game which can be accessed by simply going to the "Cyan" screen and holding L, R, A and Start. Keep them held and eventually the secret section will start up. It features interviews with the programmers, graphics designers, sound people – everyone in fact. One warning: Don't try this cheat if you've got a short attention span as it goes on for ages. And ages. And ....snore.





PC CD-ROM

FATAL RACING

These codes should be entered on the configuration menu as names.

Various secret cars	LOVEBUN, MAYTE, TINKLE, SUICYCO, 2X4B523P
Access second cars	FORMULA1
Destruction mode	SUPERMAN
Invincible human cars	DR DEATH
Premier cup	GOLDBOY
Bonus cup	MREPRISE
See end sequence	CUP WON
See race win	I WON
See credits	ROLL EM
Killer opponent	DUEL
Alternative sounds	TOPTUNES
Black and white mode	(Enter no name)
Widescreen mode	CINEMA
Remove cheats	REMOVE





SATURN

TOH SHIN DEN S

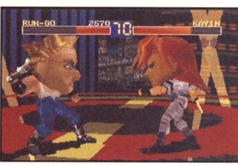
To give the characters big heads (and we mean REALLY big heads) simply hold the L and R buttons on the title screen while selecting your mode of play. Both players will then have enormous noggins, showing off the facial movements brilliantly. Aaah, aren't they cute?



Simply hold the L and R buttons when selecting any of the playing modes.



The game will start up with the giant heads activated. It's most amusing.



Run-Go looks totally un-hard with a big head as his club looks titchy.



The game's actually better with big heads as it makes it fun. Which it wasn't before.

SATURN

VICTORY BOXING

There are four secret characters in the excellent Saturn boxing game and they can be accessed by repeatedly beating the champ when you are ranked number 1. They've all got maximum stats so fights between them not only last a long time but they are also great fun.

NIKI AND NANA	A mother kangaroo with her baby joey in her pouch.
M-091J	The silver putty man from the boxer select screen.
M-097S	The silver putty woman from the female boxer select screen.
SNAKE	Your trainer in one-player mode.
YAMATO MUTSU	A tough-looking kick boxer.









CHEAT MODE

MERCY

To show Mercy, the two fighters must win one round each. In the third round, get the "Finish Him/Her!" message and move over half a screen from your opponent. Then hold Run and press Down three times, then release Run.

MK3

This guide is really here to save our sanity. We've had so many 'phonecalls from readers asking for MK3 finishing moves and the bosses' special moves after last issue's boss cheats that we had to print them all. They all work on the Arcade, Mega Drive, Super NES, PlayStation and PC CD-ROM versions. If you can't get any of the moves to work, keep trying and please, don't 'phone.

KEY TO MOVES

HP	High Punch
LP	Low Punch
HK	High Kick
LK	Low Kick
BK	Block
R	Run
U	Up
D	Down
F	Forwards
B	Backwards
+	Press both buttons (at once)
,	Press buttons (in order)

SHANG TSUNG

Floor Spikes Fatality - (close) Hold LP + press D, F, F, D
Green Splat Fatality - (close) Hold LP + press R, BK, R, BK
Friendship - LK, R, R, D
Babality - R, R, R, LK
Cobra Animality - (close) Hold HP+ press R, R, R, release HP
Pit - Hold BK + press U, U, B, LP

SINDEL

Scream Fatality - (close) R, BK, BK, R+BK
Hair Spin Fatality - (sweep) R, R, BK, R, BK
Friendship - R, R, R, R, R, U
Babality - R, R, R, U
Wasp Animality - (close) F, F, U, HP
Pit - D, D, D, LP

JAX

Big Foot Fatality - (jump) R, BK, R, R, LK
Blade Hands Fatality - (close) Hold BK + press U, D, F, U, release BK
Friendship - LK, R, R, LK
Babality - D, D, D, LK
Lion Animality - (close) Hold LP + press F, F, D, F, release LP
Pit - D, F, D, LP

KANO

Skeleton Removal Fatality - (close) Hold LP + press B, D, D, F, release LP
Eye Laser Fatality - (sweep) LP, BK, BK, HK
Friendship - LK, R, R, HK
Babality - F, F, D, D, LK
Spider Animality - (close) Hold HP + press LK, BK, BK, release HP
Pit - Hold BK + press U, U, B, LK

STRYKER

Bomb Fatality - (close) D, F, D, F, BK
Stun Rod Fatality - (just under full screen) F, F, F, LK
Friendship - LP, R, R, LP
Babality - D, F, F, B + HP
T-Rex Animality - (one step) R, R, R, BK
Pit - Hold BK + press F, U, U, HK

LIU KANG

Fatality - (anywhere) F, F, D, D, LK
Fatality - (anywhere) Hold BK + press U, D, U, U, release BK, BK+R
Friendship - R, R, R, D+R
Babality - D, D, D, HK
Dragon Animality - (one step) D, D, U
Pit - R, BK, BK, LK

SONYA

Crush Kiss Fatality - (jump) Hold BK+R + press U, U, B, D
Flame Kiss Fatality - (anywhere) B, F, D, D, R
Friendship - B, F, B, D, R
Babality - D, D, F, LK
Hawk Animality - (close) Hold LP + press B, F, D, F, release LP
Pit - F, F, D, H

SUB-ZERO

Freeze Snap Fatality - (close) BK, BK, R, BK, R
Ice Blow Fatality - (just outside sweep) B, B, D, B, R
Friendship - LK, R, R, U
Babality - D, B, B, HK
Polar Bear Animality - (close) Hold BK + press F, U, U
Pit - B, D, F, F, HK

CYRAX

Self-Destruct Fatality - (close) Hold BK + press D, D, F, U, R, release BK
Helicopter Head Fatality - (anywhere) Hold BK + press D, D, U, D, HP, release BK
Friendship - R, R, R, U
Babality - F, F, B, HP
Shark Animality - (close) Hold BK + press U, U, D, D
Pit - R, BK, R

ANIMALITIES

Once you've performed a Mercy you can knock off your opponent's remaining energy and perform an Animality on them.



FRIENDSHIPS & BABALITIES

Friendships and Babalities can only be performed if the Block button hasn't been pressed at all during the final round of the fight. They can be performed from anywhere on-screen unless there is a message stating otherwise.



PIT FATALITY

When fighting on the Subway, Shao Kahn Tower or Pit 3 backgrounds, perform the Pit fatality to knock your opponent into the background.

the finishing moves

FATALITIES

Fatalities require you to be in exactly the right position for them to work. The distance in brackets before the move tells you where to stand. If you have to hold a punch or kick button to do the fatality, move away and press the button, then move to the right distance otherwise you'll knock your opponent over.

Close - Move so that you're touching your dazed opponent.
One Step - Move one tiny step away from your opponent.
Sweep - Stand about thrange of a sweep away.
Jump - Take one jump away from your opponent.
Full Screen - Stand as far away as possible.

SEKTOR

Platform Crush Fatality - (sweep) LP, R, R, BK
Flamethrower Fatality - (over half screen) F, F, F, B, BK
Friendship - (half screen) R, R, R, D
Babality - B, D, D, D, HK
Bat Animality - (close) F, F, D, U
Pit - R, R, R, D

NIGHTWOLF

Light Beam Fatality - (close)Hold BK + press U, U, B, F, release BK, BK
Lightning Axe Fatality - (jump) B, B, D, HP
Friendship - (outside sweep) R, R, R, D
Babality - F, B, F, B, LP
Wolf Animality - (close) F, F, D, D
Pit - R, R, BK

SHEEVA

Head Pound Fatality - (close) F, D, D, F, LP
Skin Peel Fatality - (close) Hold HK + press B, F, F, release HK
Friendship - F, F, D, F, wait half second, HP
Babality - D, D, D, B, HK
Scorpion Animality - (close) R, BK, BK, BK, BK
Pit - D, F, D, F, LP

KUNG LAO

Spin Fatality - (anywhere) R, BK, R, BK, D
Hat Slice Fatality - (sweep) F, F, B, D, HP
Friendship - (anywhere outside sweep) R, LP, R, LK
Babality - D, F, F, HP
Leopard Animality - (close) R, R, R, R, BK
Pit - D, D, F, F, LK

KABAL

Scream Fatality - (close) R, BK, BK, BK, HK
Head Pump Fatality - (sweep) D, D, B, F, BK
Friendship - (anywhere outside sweep) R, LK, R, R, U
Babality - R, R, LK
Rhino Animality - (close) Hold HP + press F, F, D, F, release HP
Pit - BK, BK, HK

MOTARO

Fireball - D, B, HP
Grab and Punch - F, F, LP
Teleport - D, U

SHAO KAHN

Fireball - B, B, F + LP
Mallet - B, F, HP
Charge - F, F, LP
Jumping Charge - F, F, HP
Taunt - D, D, LK
Laugh - D, D, HK

SMOKE

Use the boss cheats to access Smoke and his special moves.
Harpoon - B, B, LP
Teleport Punch - F, F, LK (can be done in air)
Invisibility - Hold BK + press U, U, R (repeat to reappear)
Air Throw - BK (in air)
Earth Explode Fatality - (full screen) Hold BK + press U, U, F, D, release BK
Internal Bomb Fatality - (sweep) Hold R+BK + press D, D, F, U
Friendship - (full screen) R, R, R, HK
Babality - D, D, B, B, HK
Bull Animality - (outside sweep) D, F, F, BK
Pit - F, F, D, LK

The boss cheats in the last issue let you play as Motaro and Shao Kahn on Mega Drive and Super NES. They can't perform finishing moves but here are their special moves anyhow (left).





in the

We've yet to experience the Post-Christmas, Post-Mortem batch of letters; detailing the realities of one crucial crimble. Instead there's the usual stock of 'versus' letters, and submissions from the cursed confused among you. Sometimes it seems as well to say "Don't buy anything – ever! You'll regret it!". Hopefully January will find everyone feeling considerably more cheerful about their machine. (Yeah, right!) Send news of your many happy gamesplaying excursions to:
IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

A MESSAGE FROM BEYOND

Dear Sir/ Madam,
I am writing in regard to one of your editions of C&VG Games. Especially the one away back in 1987 as I tried a game called pontoon for the 64, by DJ Bennett. I ran the game once it was completed and it came up OUT OF DATA ON LINE 110. I saved the game so I could try and solve it, but I was unsuccessful with it. Please could you help as I have tried for some time with it.
Yours faithfully,
John Sneddon, Glasgow

PS Do you have a leaflet/ copy of any games you have for this year?

CVG:
We looked through the entire 1987 back-catalogue and couldn't find your Pontoon listing, John. And we must confess, that even if we did, we wouldn't have a clue how to solve your problem. The only advice we can offer is to seek out a second-hand dealer of old computer goods, who's no doubt still enthusiastic about old hardware. Check the Yellow Pages. And, sorry, we don't produce any kind of leaflet about the games we 'have' this coming year. Or is this some kind of joke...? In which case: ho-ho, you had us going there.

CONSOLE HOPPING MADMAN

Dear CVG,
I am writing to you concerning the subject of modern day consoles, and their ever increasing numbers. More and more it seems to be that, if you had bought a console six months ago, it would already be outdated. Even the long awaited and much praised PlayStation – so good it seems there can be no better – will soon be superseded by such things as virtual reality systems, which will in turn be bettered. Thus, if you want to keep up with the market, you need to 'console hop' constantly. This may be alright for those with the money to do so, but many people cannot afford it, especially as today's machines are so much more expensive.
Perhaps people should consider buying a PC. Even though the initial cost may be much higher, in the long run it is cheaper than several consoles, and much easier to upgrade. Add to this the fact that most of the better console games are being converted to PC Format, and offer the same fun, at a generally lower price. What are your views on the subject?

Yours Hopefully,
James Stein, Bradford

CVG:
Fact is James, in order to support the kinds of games that are running on the consoles at the moment, you need to spend in excess of £250 for the necessary cards that sit inside the PC. And, even then, to take the Diamond Edge board as an example, it's unable to reproduce the complex backdrops as seen in Panzer Dragoon. PC CD-ROM seems like an attractive market at the moment, certainly for games publishers who want to run a low risk business, but the most successful PC titles usually wind up on console at some point – Doom, Descent, Quake, and so on – and they usually turn out even better. For the moment, we still recommend buying a PC, only if you want to pursue more strategy based, simulation type games . Or if it's the only way to coax in excess of £500 from your folks for 'educational' purposes.





▲ *The stunning Panzer Dragoon, destined for PC.*

ERM... ERR... AHH...

Dear CVG,
I had decided to buy a PlayStation, because of games like *Wipeout* and *Destruction Derby*. Then I heard that these two games, among others, will be converted to the Saturn. So now I would like to get a Saturn because, with games like *Virtua Fighter 2*, *Virtua Cop*, and *Sega Rally*, I think it could be the ultimate game machine to own.
But then, the other night, I was watching TV, and saw a bit on the Ultra 64. I previously thought the Ultra 64 was going to be crap, but then I saw the amazing graphics and the absolutely fantastic joypad! What's more it's going to be much cheaper than the PlayStation or Saturn, at £200. But my only worries are about the quality of the games. That and a five-month wait until April. The games I saw on TV were all like

bag

games I've seen before. For example *Mario 64* will probably turn out to be nigh-on identical to previous Mario games, wit the only difference being the graphics. Also *Star Fox 64* will probably turn out to be the same rubbish as Star Wing on the Super NES. I've seen it all before. I don't want to wait five months, missing all the fun until the launch of NU64, unless it will be worth it.
What do you think I should do? Should I wait until April or buy a Saturn now? Considering that I mainly go for beat 'em ups and high-speed race games. Which machine should I buy?!
Please help, as I'm a bit confused and need some advice.
Cheers,
James Clarke, Devon





CVG:
No way is Mario 64 like anything you've seen before, James! In fact the only criticism you could level at the game is that many traditional Mario gameplay elements are so far missing: score multiplying from sequences of bounces, the collection of hundreds of coins for secret bonuses, and so on. All that has been exchanged for a more explorational feel, to showcase the 64-bit processor. And StarWing, to our knowledge, has never been regarded as rubbish. It blew everyone away when it was first released – it was that incredible. Seems you're a Sega boy at heart, mi lad. The only way you're going to be happy is by setting for a Saturn first of all, from which point you can take your time deciding whether or not Nintendo's new technology and games are a match for Sega's cool line-up.

AHH... ERM...

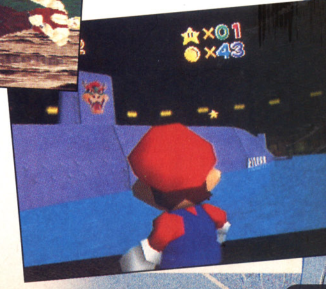
Dear CVG,
I regularly read your magazine and I think the reviews are great. I own a 486 66Mhz PC with 8 RAM and a SNES. Can you advise me whether I should upgrade my PC to a 100Mhz with 16 RAM or a Pentium 90 with 8 RAM or should I sell my SNES and buy a PlayStation, Saturn, or Ultra 64? This, bearing quality of games, and the price of upgrading my PC in mind. Do you think the PlayStation, Saturn or Ultra 64 are better considering their technical spec, and the games which have been already developed or are in the pipeline? Finally, will *Actua Soccer* be better than *FIFA 96* on the PC?
Thank you.
Jonathan Fernando, Somewhere

CVG:
Almost, but not quite, the same question as James Stein. However the most telling question in your instance, Jonathan, is whether you still want our PC to compete as a games machine. The specs you quote as having already are impressive, and can handle most recent CD-ROM releases – to a degree. But to get the most out of the amazing native PC titles coming down the line, you really ought to be thinking of a Pentium upgrade. Otherwise read what we said to the Steinmeister. By the way, the Super NES is far from dead yet. You only need to look at SUPER MARIO RPG for proof of that – it's FAN-TAS-TIC!

NAPPY DAYS ARE HERE AGAIN

Dear CVG,
I would very much appreciate it if you would kindly answer these questions for me. Cheers!
1. In your opinion, what is the best shoot 'em up on either the Saturn or PlayStation?
2. Also, in your opinion, what is the best driving game on either of these formats?
3. Finally, what is the best beat 'em up on the Saturn or PlayStation?
4. Judging by your answers to the previous three questions which would you say is the better system?
5. So perhaps you can tell me why everyone is so full of how great and wonderful the PlayStation is compared to the Saturn?
By now you will have hopefully realised that STATIONS ARE FOR TRAIN SPOTTERS! And SATURN RULES!
Tom Cousins, Winchester

CVG:
Right, Cousins, OUTSIDE NOW!!!



RED HOT SCOOP!

SONIC RETURNS IN AM2 FIGHTING GAME!



It's no hoax! What you see on this page are the first pictures of an all-new Sonic The Hedgehog beat 'em up created by none other than AM2, creators of the Virtua Fighter series and the stunning new Fighting Vipers coin-op.

As Yu Suzuki, the head of AM2, explains it, this is the result of a totally chance happening. One of AM2's staff members put Sonic into the *Fighting Vipers* code as an experiment, and Yu Suzuki saw the results, liked it, and deemed it good enough to turn into a fully-blown coin-op in its own right!

The result is exactly what you see. A fully-polygonised 3D beat 'em up created on the Model 2 arcade board, running at 60 frames a second, and – at least at the moment – using the Fighting Vipers code. After the initial experiment, Yu Suzuki was unsure about whether the game would look strange, but has since found it highly interesting. He refered to the lack of previous 'cute' arcade games, touting *Super Mario* as one of the rare working examples. He spoke of how the charm of cute characters cannot often be conveyed within the two or three minutes play provided by coin-ops. However, he says that whilst gamers may not fully adjust to idea of Sonic in a beat 'em up, once they see him in action, they'll be entertained. He also claims that the game is "calmer than other beat 'em ups (laughs)." It wil have many moves though, including the Spin Attack and a drop attack from the side ropes. Certainly, the strong theme of the Megadrive *Sonic* titles is being mantained. At the moment the 3D Green Hill Zone backdrop is the only level seen, but other zones from the games are sure to make up at least some of the other stages. Also, the facial features of the characters are being heavily concentrated on, so the characters are instantly recognisable to gamers. Sonic's 'cool' image is a priority.

At the moment, the only other character in the game is Tails (as seen in the pictures), however there's strong speculation about other fighters. Robotnik is virtually assured, and Metal Sonic and Knuckles are distinct possibilites. It has also been confirmed that the original Sonic Team have asked AM2 to develop brand-new characters for the game. Also suggested, are the possibility of yellow SuperSonic and some form of bonus stages (of the Chaos Emerald-collecting variety).

SATURN CONVERSION STARTS IN TWO MONTHS

Yes indeed. Although the coin-op project is at an extremely early stage of development – only 2 to 3% complete in fact – Yu Suzuki reckons work on the Saturn version could begin in as little as two months! The arcade version is expected to be released in summer and we intend to follow this incredible news story all the way!

COMPUTER VIDEO GAMES 173 on sale February 9th

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